THE OFFICIAL STRATEGY GUIDE

PRIMA'S SECRETS OF THE GAMES

THQ INC

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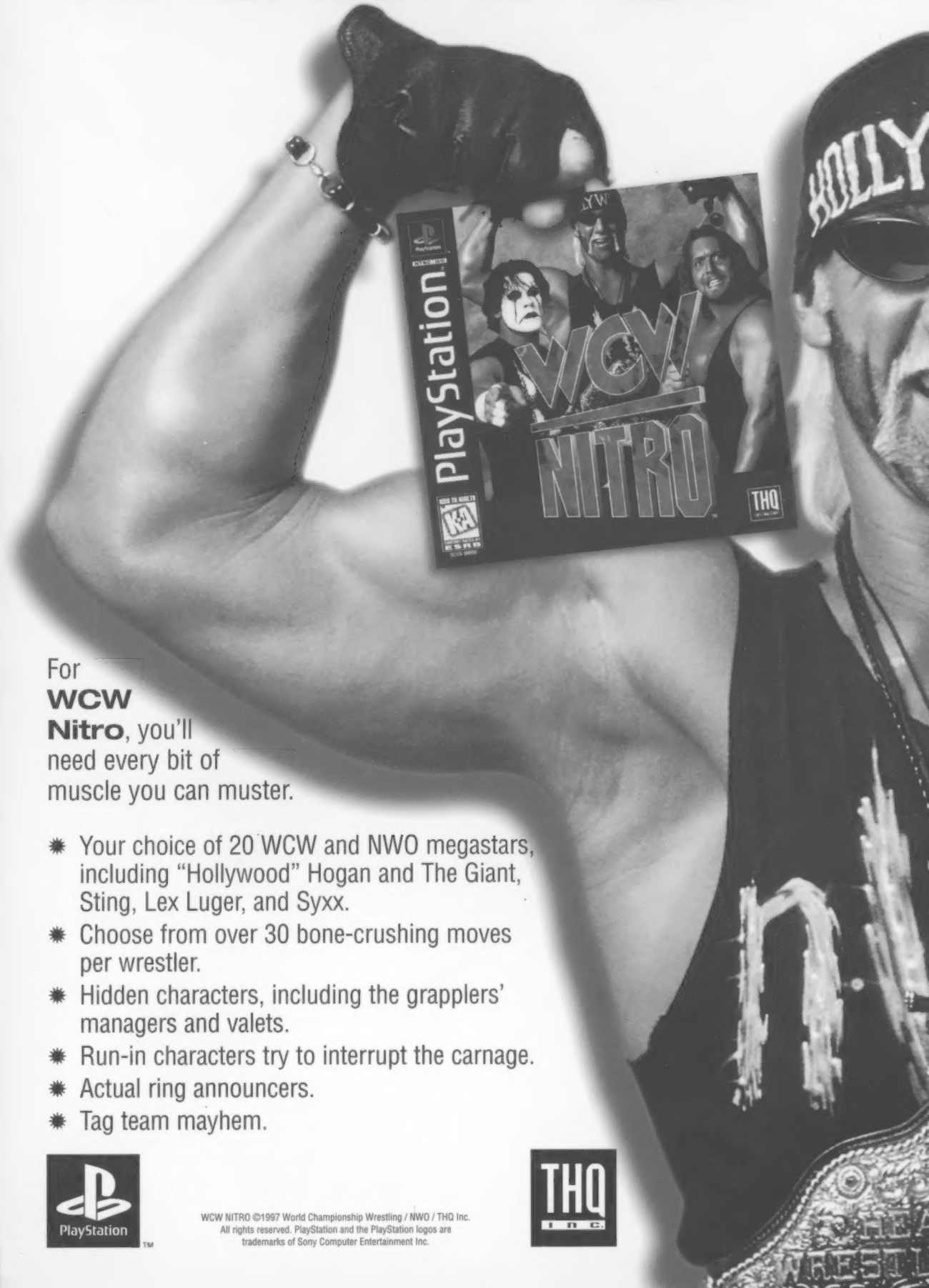

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- Choose from over 30 bone-crushing moves per wrestler.
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- Run-in characters try to interrupt the carnage.
- Actual ring announcers.
- Tag team mayhem.

PlayStation™

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Official Game Secrets

Anthony James
Christian Kenney

PRIMA PUBLISHING
Rocklin, California
(916) 632-4400
www.primagames.com

Anthony James is the author of *GoldenEye 007-Unauthorized Games Secrets, Croc: Legend of the Gobbos Official Game Secrets, Albert Odyssey: Legend of the Eldean-Unauthorized Game Secrets,* and other Prima electronic entertainment books.

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ISBN: 7615-1325-6
Library of Congress Catalog Card Number: 97-69927
Printed in the United States of America

97 98 99 00 HH 10 9 8 7 6 5 4 3 2 1

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Introduction

Prepare for battle. *Vs.*, the new Playstation fighting game from THQ, is a worthy contender to the best home market titles. This game's excellent features guarantee you a memorable brawling experience.

You may choose from 16 initial characters, 20 in all—some of the most intriguing and diverse ever seen in a game of this nature. These characters belong to rival gangs locked in constant battle for supremacy on the streets. This adds an element of teamwork to the battles, making for some never-before-seen game dynamics.

Visually, the game features some of the most gorgeous graphics ever seen on a home system. Gameplay runs at an ultra-smooth 60 fps (frames per second), and takes place in highly detailed 3-D environments representative of the gang commanding that turf. The soundtrack features original tracks that reflect the sounds of the streets, contributing to the overall atmosphere.

Vs.' best feature is its assortment of play modes, both fun and challenging. There are seven in all, offering both variety and excellent replay value! Clearly, *Vs.* is a title sure to make its mark in the fighting game genre.

But *Vs.* is by no means an easy game to master. The CPU's AI is one of the toughest around, and can frustrate the novice fighter. That's why we created this guide. Within these pages, you'll learn the strategies you need to develop a heavy reputation on the mean streets. You'll learn each character's strengths and weaknesses, and find a complete moves list containing the best combos. You'll also discover the keys to unlocking the four hidden characters, and much, much more.

In short, with this book in hand, you'll become the ultimate *Vs.* brawler!

The Story Line

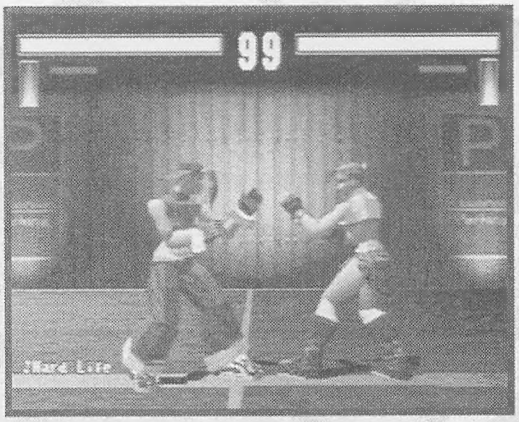
Life in the big city can be rough. That's why it's nice to have friends to watch your back. It's all a matter of who you're down with. For this reason, it's highly recommended that you hook up with one of the major powers in the city. There are four gangs in all (Streets, Beach, Campus, and Hood), and each faction is out to expand its reputation and territory. But who will you pledge your allegiance to? If you're a streetwise sort who makes a living on the mean streets, the Streets gang may be for you. Perhaps you enjoy the fresh air and wide open spaces the Beach offers. If so, hang ten and head over to the coast to sign on with the locals there. For the more studious, the Campus crew are a good choice. They're out to prove that being intellectual doesn't mean you're weak, and to dispel their nerdish image. And finally, there's the kids from the Hood. These guys have a definite attitude, and a desire to have it all. One thing is for sure, this town is boiling with a rising tension between the gangs. Out here it's survival of the fittest. Who will rule in the end? Only your fighting skills can provide the answer in *Vs.*

Hidden Characters

Within *Vs.*, there are four hidden characters to access, each the leader of his respective gang. To play as one of these characters, you must enter Challenge mode and defeat all members of the selected gang—including the gang leader. At this point, you will have the option to save to the Memory Card. Select Yes, return to the Main Menu screen, and enter 1P vs. CPU or 1P vs. 2P mode. The bosses will appear as selectable characters.

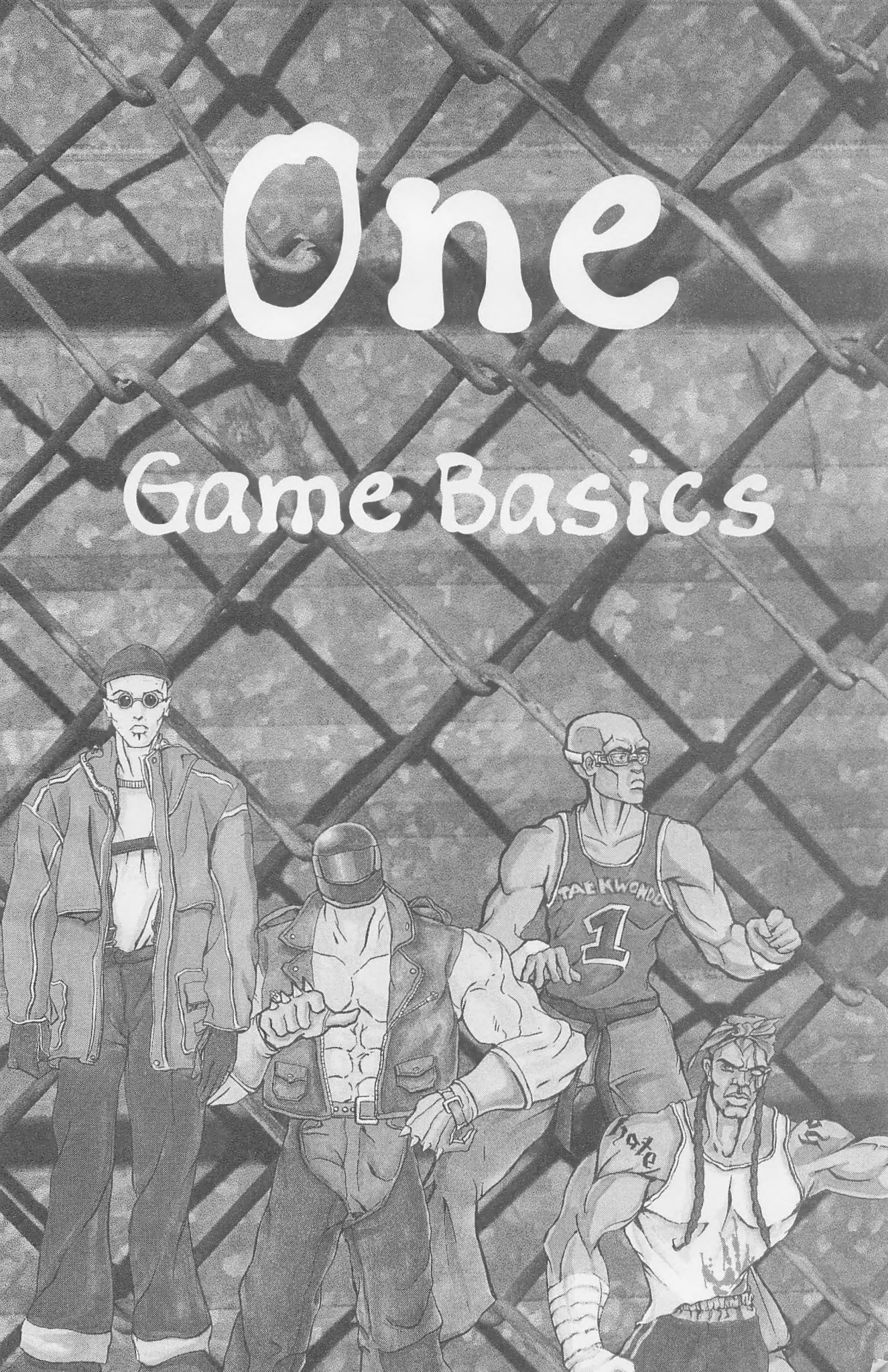
Alternate Costumes

Each character in the game possesses two costumes. If you press ✕ on the Character Select screen, your character will appear in his normal costume. But if you press the Start button to select your character, the alternative costume appears. Give it a try!



One

Game Basics



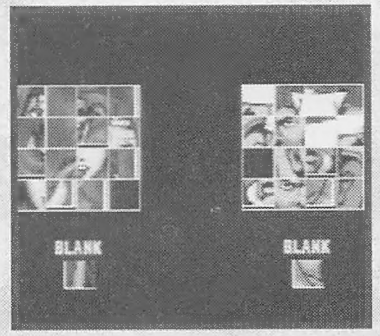
Basic Controls

D-Pad ←/→: Moves your character backwards or forward
D-Pad ↑: Jump
D-Pad ↓: Crouch
○: Kick
×: Punch
△: Punch + Kick
□: Escape
Start Button: Pauses the game

General Information

Loading Screen Puzzle

On the gameplay loading screen, you'll be treated to a chance to solve a puzzle: You must quickly rearrange the tiles to form the face of your fighter. While it won't unlock any secrets or special features, it's a pleasant way to pass the time. Are you up to the challenge?



Defensive Fire Meter

A key feature is the Defensive Fire Meter—the small bar under your character's Health Meter. At certain points in battle, you'll notice that the flame rises or falls. The higher the flame rises in the meter, the greater your chances are to defend against a throw or perform a counterattack, so stay aware of its status. By the same token, you'll want to track your opponent's Defensive Fire Meter, and be ready to strike with your best moves when it's at its lowest.

Game Modes

Vs. offers the following seven modes of gameplay.

1P vs. CPU: Go head-to-head with a CPU-controlled opponent of your choice.

1P vs. 2P: Engage a human-controlled opponent in a one-on-one battle, and see who comes out with bragging rights.

1P Rumble: This is a team battle, where you guide one gang into a rumble with CPU-controlled rivals. Victory is achieved when only one gang remains standing (hopefully yours!).

2P Rumble: As in the 1P Rumble, you'll lead a gang into battle, this time against human-controlled foes. Remember, mercy is for the weak!

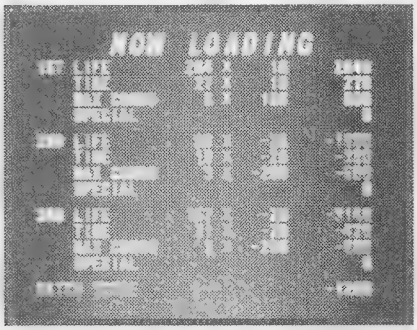
Survival: This is your chance to prove your stuff, and carve a reputation for yourself on the streets by waging war with the best fighters in town. In the end, only one warrior can be the best. Will it be you?

Challenge: Unlike some of the other modes, this one is unique in that you'll have the opportunity to fight only members of your own gang. The stakes? A shot at leadership if you run the gauntlet and defeat each member of your posse!

Exhibition: Sit back and enjoy the show as a spectator while the CPU controls both fighters. This is a useful mode for studying the CPU's tendencies, and learning new combinations of your own.

Match Score Screen

Upon completing a battle in Survival or Challenge mode, the Match Score screen will appear. Your success or failure in these four crucial categories determines your points:



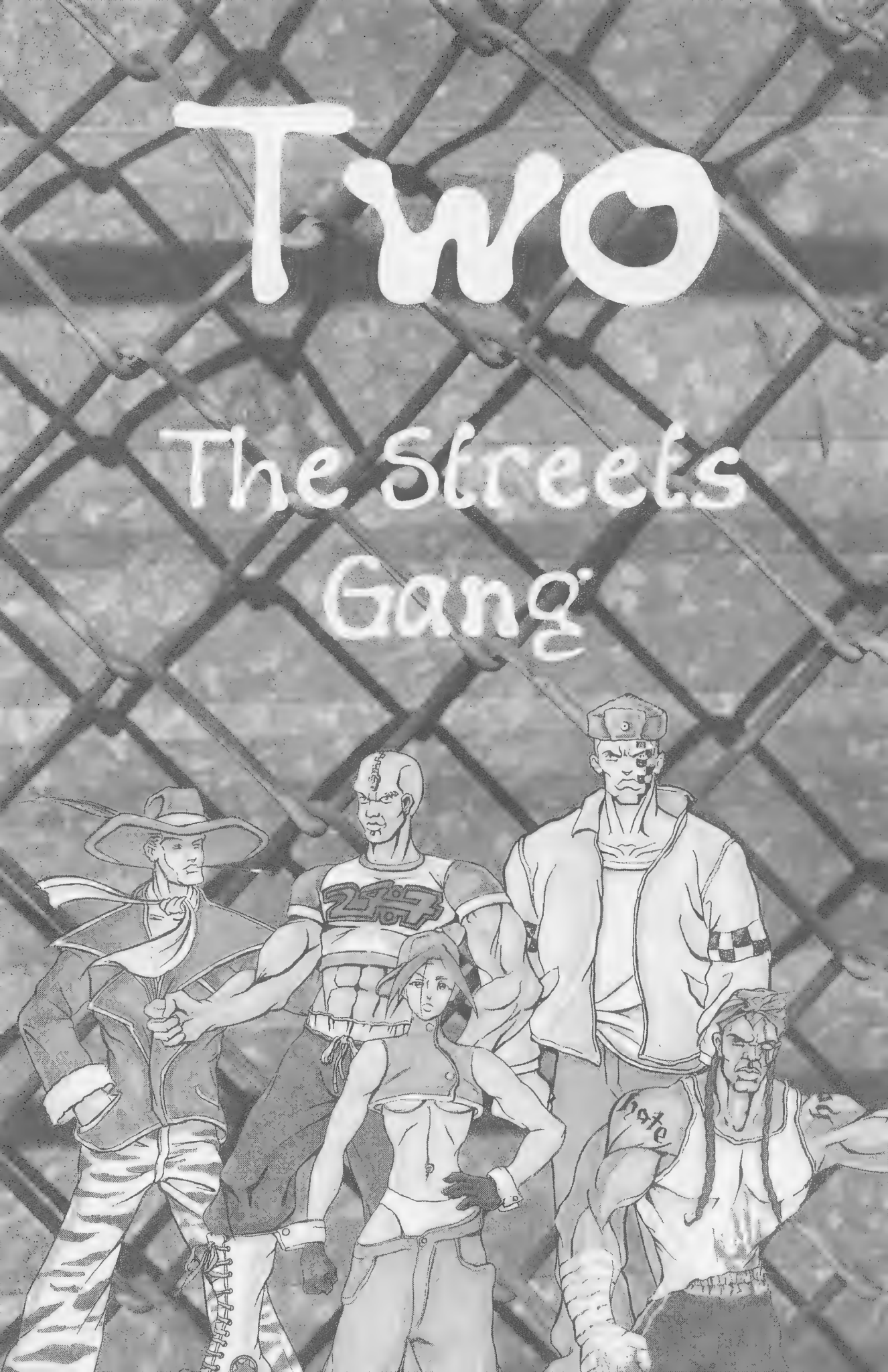
Life: Score big points by finishing a fight with as much health remaining as possible.

Time: Winning is important, but nothing impresses the judges like a quick KO. The faster you win a fight, the more points you'll gain.

Max Combo: Are you the type of fighter who lives to deliver the big combination? The more hits you score in succession, the higher your point multiplier will be. This should be a big incentive to practice your combos!

Special: Those who win a fight in perfect fashion are generously rewarded with a Special bonus.

How many points can you rack up?


Two
The Streets Gang
24to7
hate

Mia

Fighting Style: Pi-Kua Kung Fu

Height: 5'7"

Occupation: Rave DJ

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P or K (crouching + facing opposite direction)

Chop: ↘P

Jump Attack: ↑P

Trample Attack: ↓P (to down enemy)

Rising Punch: ↙P

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Down Kick: ←K

Forward Kick: →K

Special Moves

Elbow Lunge: ← →P

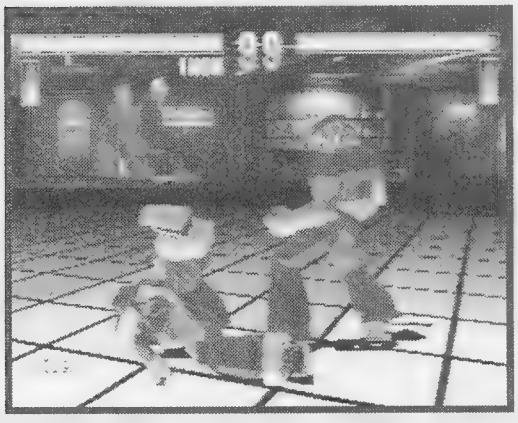
Jackrabbit Charge: → → P

Jump Kick: K+E

Shoulder Charge: ← → P+K
Bum Rush: P+E (grapple, behind opponent)
Face Smash: ↓P+K (low counter)

Signature Moves

Quick Punch: ↓ →P
Firm Rejection: P+E (grapple)
Punch Rush: ← →P+E (grapple)
Tetsuzanko: P+K
Launch-Off: ←P+K (high counter)
Counter Strike: ↙P+K
(medium counter)



Seemingly grooving to a rhythm all her own, Mia is one tough gal. This Rave DJ femme fatale sports both a killer instinct and a unique sense of fashion. Mia knows the unwritten rules of the streets, and is more than capable of holding her own. Don't let her trendy clothing and good looks fool you. When Mia isn't roaming her beat, she's beating on some poor fool who made the mistake of messin' with her. Don't you make that mistake.

Mia's Wicked Attacks and Combos

When facing an opponent in his or her standing guard, ↘P, →K, and ←P keystrokes enable Mia to break the opponent's standing guard, and sets up for a possible juggle. The most important part of this attack is the →K: If this doesn't hit, it throws the whole timing off. Practice this attack to perfection, and you'll almost always set up a juggle opportunity. Again, if the opponent guards low, this attack won't work. You'll need good timing and anticipation.

Another good attack that can set up a possible juggle is →, →P against a crouching opponent. The first hit will miss high as the last punch hits at midlevel, launching the opponent into the air to be juggled, so don't disappoint him.

Speaking of juggles, an excellent one is ↑P, ↓K, K. This one works well but requires good timing, so practice until it's second nature.

The P, P, ↓P attack works well against both standing and crouching guards. The last hit will break the standing guard as well as hit a crouching opponent. Quickly following up with a P, P, P, P, P attack gives you a good chance of hitting the opponent, especially if the foe tries a slower attack or crouches. The good part, however, is that this attack will literally stun the adversary with its next-to-last punch, causing great damage.

←→P, ←→P+K is a quick two-part attack that works great on crouching guards. The first breaks the guard, and the second quickly comes in behind it with a shoulder block that sends the poor sap flying backward. Again, timing and keystrokes must be precise, so practice this one.

Although grapple attacks in general are hard to get off, try to get Mia's Punch Rush (←→P+E) from time to time. If you can slap this one on, Mia will deliver up to six continuous hits for great damage. Just keep in mind that the opponent will autoresist this grapple attack if his/her Defensive Fire Meter is sufficient, so be

sure to wear down that Fire Meter before doing not only this grapple attack, but any grapple attack at all.

Finally, do you want to grapple that chump, but find he or she is crouching and their Defensive Fire Meter is full? Not to worry. When faced with crouching prey, simply perform a ↓→P, P, ←→P+K to force a standing guard from a crouch; then immediately follow this with a Firm Rejection, P+E combo before they crouch again. If you do it right, you'll have grappled an opponent previously crouching with a full Defensive Fire Meter. Sound effective? It is. Check it!

Vikram

Fighting Style: Kung Fu/Aikido
Height: 6'2"
Occupation: Club Kid

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Rear Punch: P (facing opposite direction)
Crouch Rear Punch: ↓P (crouching + facing opposite direction)
Jump Attack: ↑P
Vertical Chop: ↙P
Circle Punch: ←P
Kick: K
Crouch Kick: ↓K (crouching)

Rear Kick: K (facing opposite direction)
Down Kick: ←K
Forward Kick: ↘K
Trample Attack: ↓P (to down enemy)

Special Moves

Elbow Charge: ← →P
Jackrabbit: → →P
Spine Smasher: P+E (grapple)
Aikido Takedown: ←P+E (grapple)
Torture Rack: ← →P+E (grapple)
Bum Rush: P+E (grapple, behind opponent)
Wrecking Ball: ← →P+K
Head Butt: P+K
Launch-Off: ←P+K (punch counter)
Groin Stretch: ←P+K (kick counter)
Knee Buster: ↓P+K (low kick counter)
Shoulder Ride Arm Bar: ↓P+K (low punch counter)

A product of the mean streets, Vikram has a confident, almost cocky, attitude to match his huge rumbling skills. In the crowded atmosphere of a night club, Vikram has had more than his share

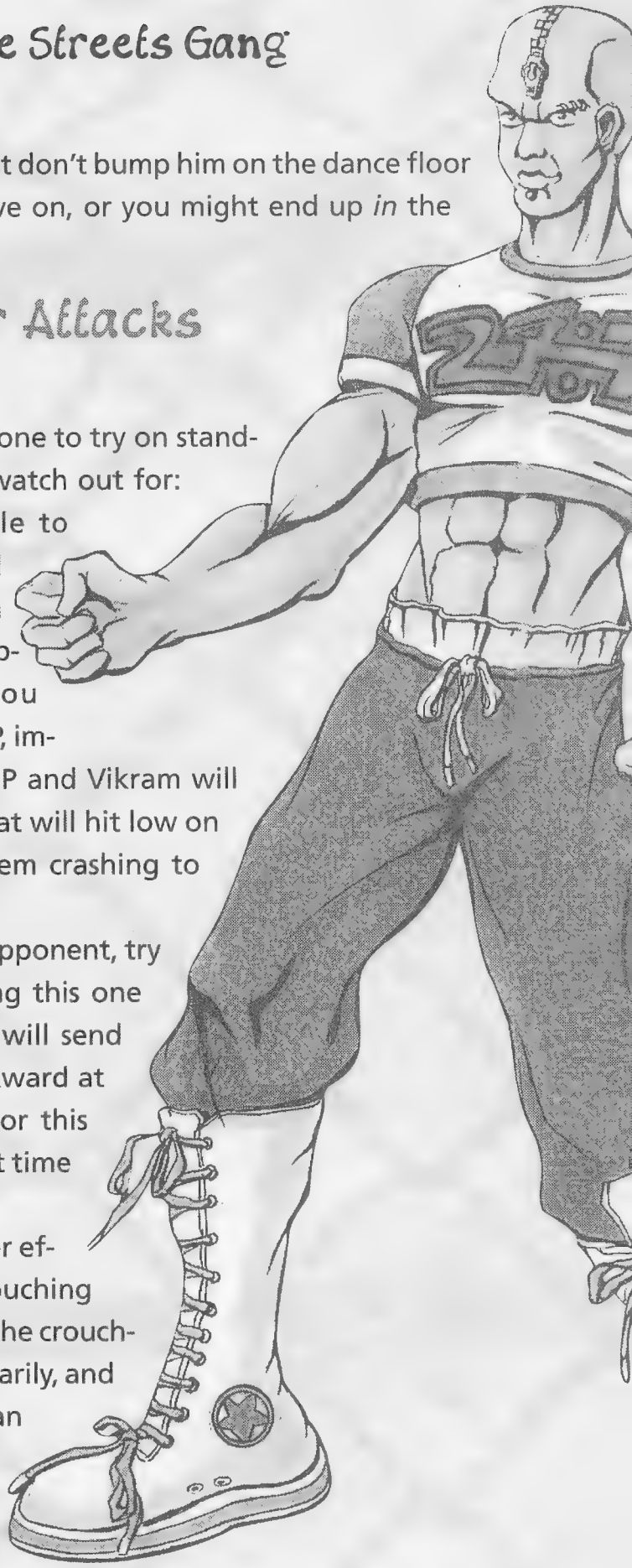
of fistacuffs and run-ins. Just don't bump him on the dance floor while he's gettin' his groove on, or you might end up *in* the dance floor.

Vikram's Killer Attacks and Combos

Vikram's ←P, ↓P is a good one to try on standing guards. One thing to watch out for: The first ←P takes awhile to come out completely and may leave you open for a quicker attack from your opponent. However, if you successfully perform the ←P, immediately follow with a ↓P and Vikram will throw a killer backhand that will hit low on the opponent, sending them crashing to the ground.

Against a crouching opponent, try the P, →P, P combo. Pulling this one off on a crouching guard will send the opponent reeling backward at high speeds. The timing for this one is a little tricky, so what time is it? *Practice* time.

The ↘K, P+E is another effective combo against a crouching guard. The first kick forces the crouching guard to stand momentarily, and then the Spine Smasher can be added. As long as the kick lands during a crouch guard and you input the



Spine Smasher accordingly, you'll grapple the opponent regardless of the Defensive Fire Meter.

If you're fortunate enough to land a Head Butt (P+K), immediately try a ↑P, ←P, ↓P for a choice juggle that causes mad damage. Just remember to perform the ↑P, ←P, ↓P before the opponent falls to the ground from the stun.

If you can catch an opponent off guard, try a ↘K, K, K, K for a chance at a juggle. This is an easy combo to perform and it comes out fairly quick, increasing your chance of success. Mix this one in from time to time with your other favorite attacks, and you stand a good chance of sending him airborne.

Speaking of juggles, try this one: ↓K, ←P, ↘P. This is another tricky one, because you must time the first ↓K to hit as the opponent lands on the ground. But done to perfection, this awesome juggle will not only have your head bouncing to the beat, but the poor chump you're fighting bouncing on the ground. Practice this one until you're proficient; it's well worth the effort. This one not only looks fly, but does great damage.

Should you catch someone slippin' (that is, in midmotion), then throw a pulse-stopping ↑P, ↓K, ←P, →P combo to show you got mad skills. This one requires a little timing and luck on your part, because it's possible to get hit out of the initial ↑P. However, it's well worth the gamble. Do it right, and you should be able to link a total of six solid, nonstop blows.

Oleg

Fighting Style: Pro Wrestling
Height: 5'11"
Occupation: Taxi Driver

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Jumping Double Hammer Smash: ↑P

Vertical Elbow: ↘P

Power Elbow: ←P

Stomp: ↓P (opponent down)

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Crouch Back Kick: ↓K (crouching + facing opposite direction)

Down Kick: ←K

Colossal Side Kick: →K

Special Moves

Snap Suplex: P+E (grapple)

Arm Breaker: ←P+K (punch counter)

Cross-Body Domination Slam: ←P+K (kick counter)

Achilles Hold: ↓P+E (to down enemy's leg)

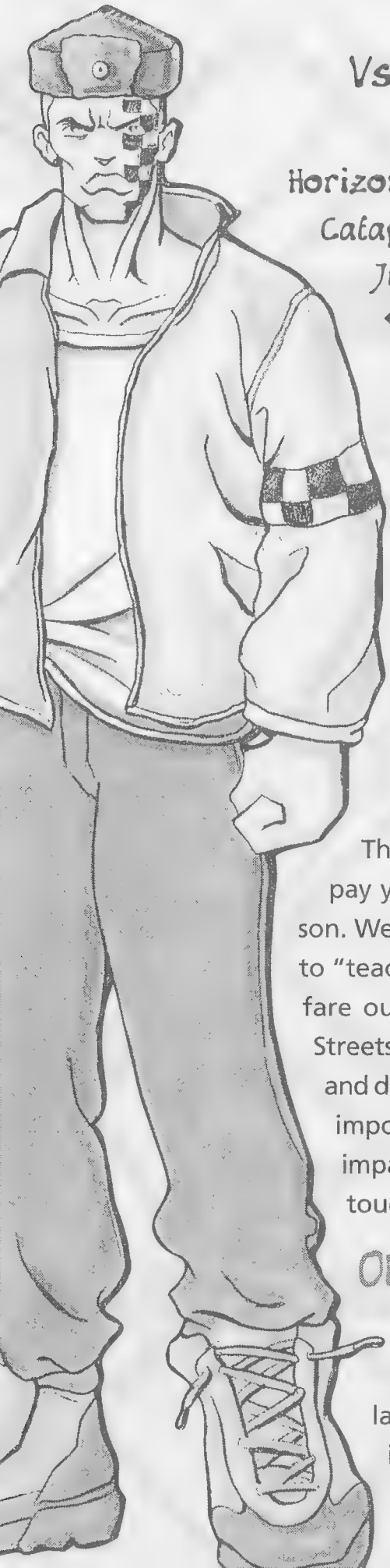
Running Tackle: → →P+K

Head Butt: P+K

Signature Moves

Dashing Clothesline: →→P

Turn Kick: ↙K



Horizontal Chop: →P

Catapult Throw: ←P+E (grapple)

Jumping Siberian Piledriver: ← →P+E (grapple)

German Suplex: P+E (grapple, behind opponent)

Arm Bar: ↓P+E (to down enemy's arm)

They say cabbies are rude. Say you refuse to pay your fare to "teach" that rude cabbie a lesson. Well, Oleg is one cabbie you don't want to try to "teach" a lesson to 'cause he's liable to take that fare out of your hide. While driving around the Streets in his cab, Oleg meets all types and has seen and done it all. An imposing person with an equally imposing array of hard-hitting attacks and high-impact throws, Oleg makes New York's infamous tough cab drivers look like wimps.

Oleg's Hard-Hitting Attacks and Combos

Oleg doesn't have a plethora of spectacular, lightning-quick combos. But what he lacks in speed he makes up for in brute strength.

Many of Oleg's moves are some of the game's most potent. Learn them, and use them.

As big as Oleg is, it's no wonder he specializes in pure power moves. His Dashing Clothesline (→→P) demonstrates this. The Dashing Clothesline will break any standing guard, and it covers a great distance quickly. You should make this move an integral part of your arsenal. Just don't overuse it, lest you become predictable.

Similar to the Dashing Clothesline, Oleg's Running Tackle (→→P+K) will break any standing guard, but it will break crouching guards, too. You heard right: The Running Tackle works regardless of what guard stance your opponent uses and regardless of his or her Defensive Fire Meter's status. This one also covers a fair amount of ground. However, if the opponent evades and counters the attack as you perform the move, the tackle will be resisted. But isn't that a chance worth taking?

Oleg's Jumping Siberian Piledriver is without a doubt his most formidable and destructive move. Luckily, he can perform it on a crouching guard by doing the following: P, P, →K, ←→P+E. If you do it just this way, the first two punches will miss high as the last kick lands midlevel, forcing a standing guard. Quickly input the keystrokes for the Piledriver, and watch as Oleg grabs his helpless (and soon to be hopeless) adversary and leaps high in the sky, landing with his foe's head between his massive legs. This inflicts crazy damage—almost 50 percent. *Ouch!*

If you knock your opponent to the ground with your foe's leg facing Oleg, try to perform the Achilles Hold (↓P+E). This hold will cause a bit more damage than a simple Stomp (↓P). It's also a very easy command to input, so why not go for it more often?

To combat a crouching guard, try →P, P: The first punch will miss high, giving the opponent the false impression all is good; the second hit will knock him or her to the ground. Doesn't sound like much, but this one actually comes out pretty quick, and with Oleg a quick move is always welcome.

Should you land a Head Butt (P+K), immediately input the commands ↘P, ←K, K for an astonishingly nimble and effective combination. Again, the key here is to rush in after the Head Butt, before the opponent falls to the ground.

Slim Daddy

Fighting Style: Free Karate

Height: 5'11"

Occupation: Businessman

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Jump Attack: ↑P

Straight: →P

Overhand Punch: ←P

Freestyle Uppercut: ↘P

Soccer Kick: ↓P (to down opponent)

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Back Crouch Kick: ↓K (crouching + facing opposite direction)

Down Kick: ←K

Forward Kick: →K

Special Moves

Elbow Rush: ← →P

Axe Kick: → →K

Attitude Adjuster: P+E (grapple)

Lady Killer: P+E (grapple, behind opponent)

Beach Slap: P+K

Tsunami: ← →P+K

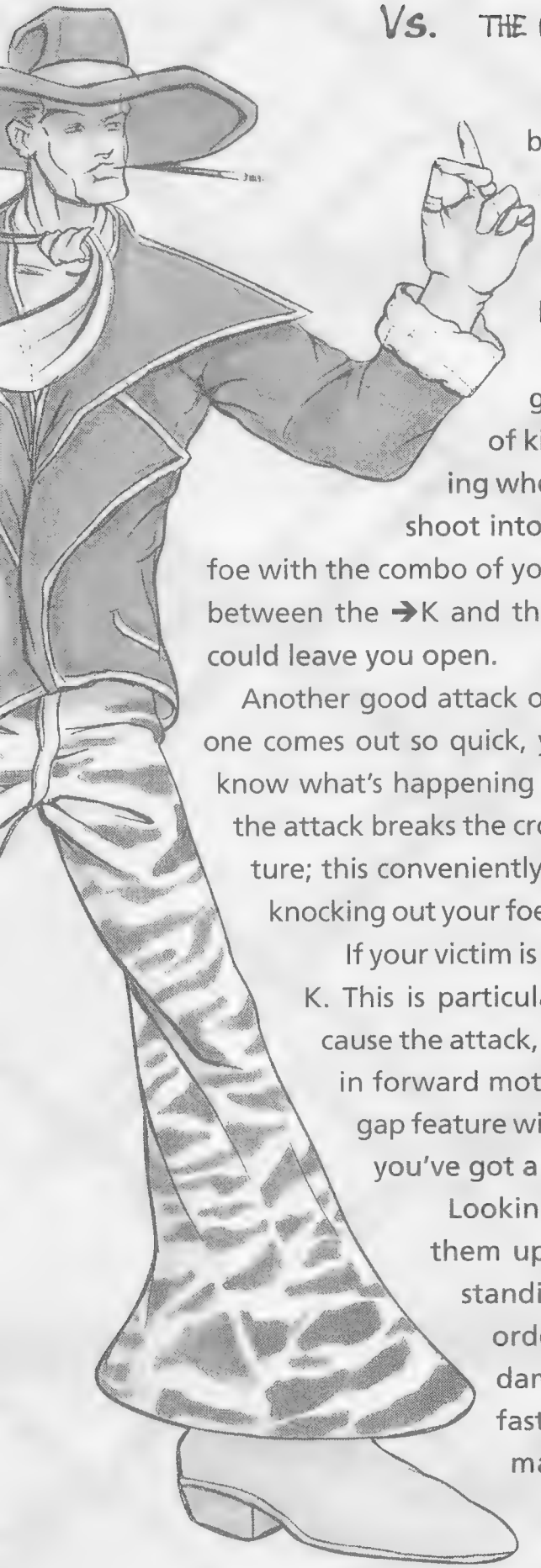
Signature Move

Stomach Crush: ← →P+E (grapple)

Some businessmen work in offices. Slim Daddy's "office" is the Streets and his mind is always on his business. Nothing goes down without Slim Daddy knowing. It's not only his business, it's his *live-lihood*, so keep out of his workplace.

Slim Daddy's Crazy Attacks and Combos

Slim Daddy is a virtual combo machine. Just about any order of button presses will generate a combo or two. Factor in Slim Daddy's



blazing quickness and you've got the makings of a formidable brawler. Keep this in mind when using Slim Daddy as you mix up his attacks.

Try →K, K against a crouching guard. This will result a good flurry of kicks. If the opponent is still crouching when the last kicks land, he or she will shoot into the air. Then you can juggle your foe with the combo of your choice. Watch out for the delay between the →K and the K portions of the attack, which could leave you open.

Another good attack on a crouching guard is →K, P. This one comes out so quick, your unfortunate opponent won't know what's happening until it's too late. The first part of the attack breaks the crouch guard, forcing a standing posture; this conveniently coincides with the attack's last hit knocking out your foe's teeth as he crashes to the ground.

If your victim is on the retreat, slap him with ←→P, K. This is particularly effective in this situation because the attack, by nature and mechanics, is always in forward motion. Couple this attack's close-the-gap feature with Slim Daddy's blinding speed, and you've got a simple but effective combo.

Looking for another quick combo to hit them up with? Then ←K, P, →K versus a standing guard is just what the doctor ordered. Although not a particularly damaging attack, it's delivered very fast. Because Slim Daddy is a combo maniac, use this attack randomly

with your other favorite combos more as an irritant than as *the* big combo.

After dumping some poor soul on his back, go ahead and hit him when he's down. Use Slim Daddy's Tsunami (←→P+K) on a downed carcass. Not exactly a devastating attack, but it does a little more damage than, say, his Soccer Kick (↓P), and looks way more wicked. Hey, life isn't fair.

If you run into someone who needs their attitude corrected, slip the Attitude Adjuster on a crouching guard by performing a P, P, P+E on a crouching opponent. Here, the first hit will miss high, the second lands midlevel and forces a standing guard, and the final blow delivers a slap to the head to complete the attack. See if they give you lip again...

A successful Beach Slap (P+K) virtually gives you a free hit opportunity. Don't waste this moment: Try a P, →K, P, P for a sick combo that does a great deal of damage. Be sure to shoot in quickly after the Beach Slap, or you'll miss your opportunity.

Eric O

Fighting Style: Pro Wrestling
Height: 6'2"
Occupation: Gangster

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)

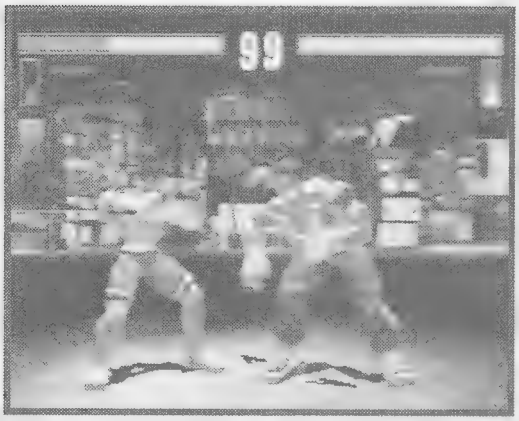
Jumping Double Hammer Smash: ↑P
Vertical Elbow: ↘P
Power Elbow: ←P
Stomp: ↓P (opponent down)
Kick: K
Crouch Kick: ↓K (crouching)
Back Kick: K (facing opposite direction)
Crouch Back Kick: ↓K (crouching + facing opposite direction)
Down Kick: ←K
Colossal Side Kick: →K

Special Moves

Snap Suplex: P+E (grapple)
Arm Breaker: ←P+K (punch counter)
Cross-Body Domination Slam: ←P+K (kick counter)
Achilles Hold: ↓P+E (to down enemy's leg)
Running Tackle: → →P+K
Head Butt: P+K

Signature Moves

Turn Kick: ↙K
Somersault Strike: ← →K
Lift Up Luchador Slam: ←P+E (grapple)
Atomic Drop: P+E (grapple, behind opponent)
Running Power Slam: ← →P+E (grapple)
Sleeper Hold: ↓P+E (to down enemy's head)



A hardcore gangster, Eric O is one hard hittin' dude. An O. G. (original gangster) to the core, he's a Street thug whose skill and power commands respect and loyalty from those he surrounds himself with—namely, the Streets Gang. As top dog in the Streets gang, his supremacy is absolute and goes unchallenged. A ruthless and shrewd tactician, Eric O will fight for what he perceives to be his kingdom—the Streets. With his able band of gangsters, the Streets Gang's power is seldom questioned.

Eric O's O. G. Attacks and Combos

Eric's Running Tackle (→→P+K) proves painful for those on the receiving

end. It's so powerful, it will crash through both standing and crouching guards. The tackle has a great range, making it difficult sometimes for an opponent to get in close for fear of getting stuck with this move. Use the Running Tackle to hit an airborne opponent as he or she hits the ground after being tossed upward by a previous combo.

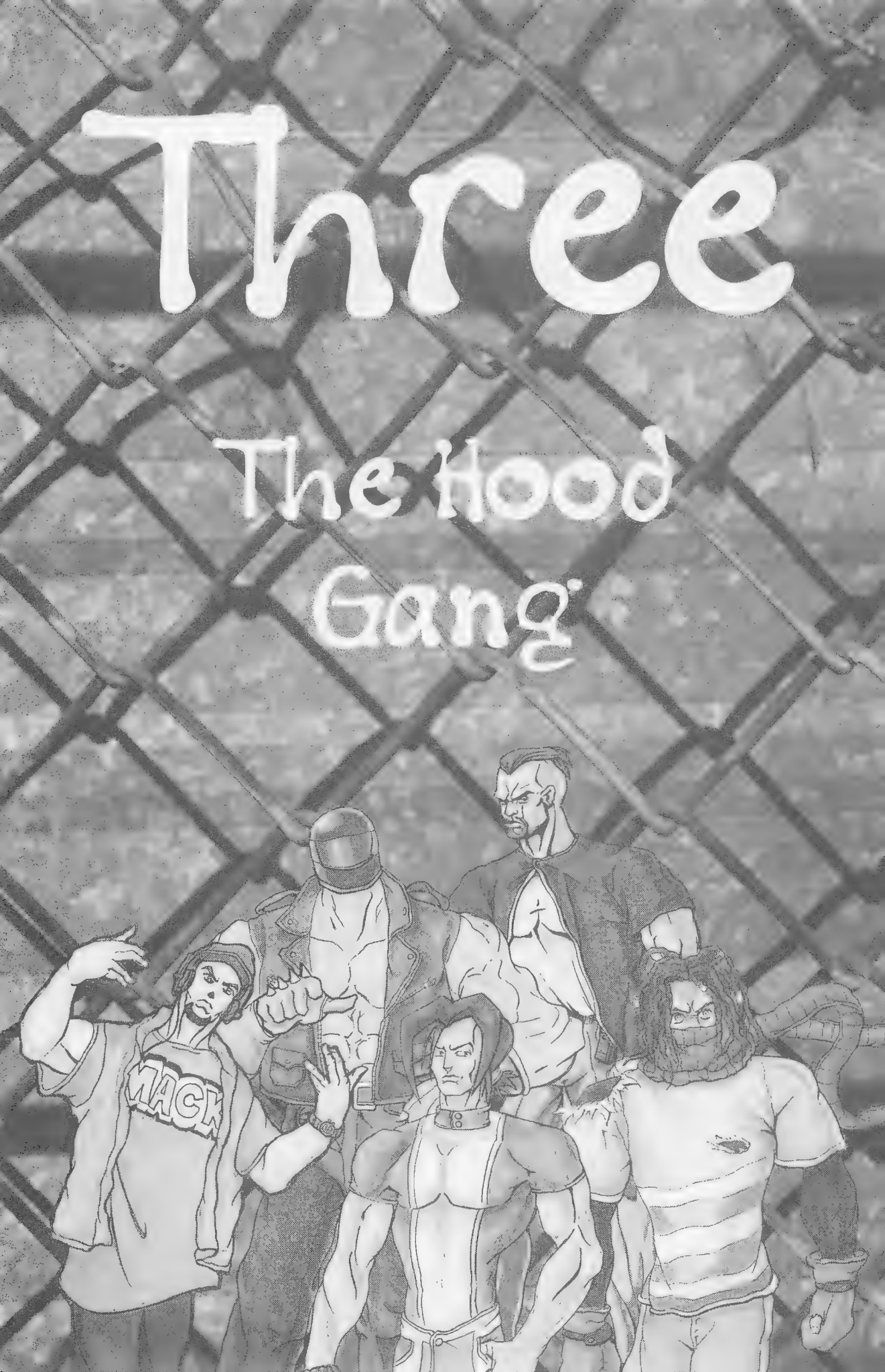
The P, P, P, attack is deceptive and powerful—deceptive because there's a slight delay between the second and third shots. The pause could be just long enough to fool an opponent into thinking the combo's completed, and your foe may try to shoot in to start his or her own attack. If they attempt this, there's a good chance that the delayed third hit will catch them coming in and send them to the pavement.

Against a crouching guard, Eric O has the option of getting the opponent into his deadly Running Power Slam (←→P+E). To pull this one off, use ↘K, ←→P+E on a crouching rival. The first kick will make them rise from the crouch, and Eric O has a brief window of opportunity to get his Running Power Slam groove on. This will cause the opponent to sustain some heavy damage.

Use P, P, →K to annoy a standing guard. The last kick will land low, and doing this attack a few more times may frustrate your opponent. Forced to deal with the constant low kick, he or she may choose to crouch guard to block the low kicks. Once you see them crouch, quickly perform the foregoing instructions for the Running Power Slam on a crouching guard.

Three

The Hood Gang



Ramos

Fighting Style: Streetfighting

Height: 5'9"

Occupation: Rapper

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Jumping Double Hammer Smash: ↑P

Hammer Punch: ↘P

Trample Attack: ↓P (to down enemy)

Special Moves

Wind-up Punch: ←↓→P

Head Lock: ←P+E (grapple)

Diving Choke: P+E (grapple)

Vicious Head Butt: ←→P+E (grapple)

German Suplex: P+E (grapple, behind opponent)

Shoulder Charge: ←P+K

Diving Tackle: P+K

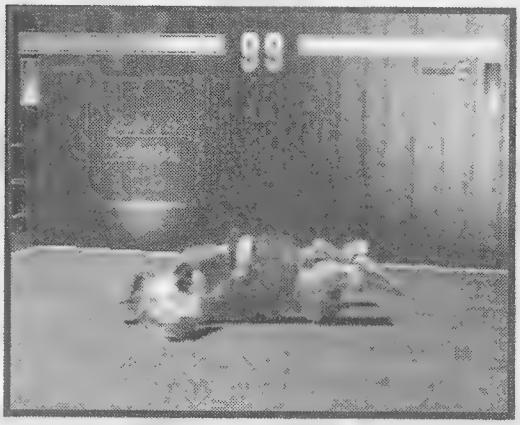
Power Uppercut: ↘P+K

Signature Moves

Forward Kick: →K

Hook 1: →P

Hook 2: ←P



Life out here in the Hood is rough and tough. One of the roughest and toughest homies out there is Ramos. In the Hood the law is every man for himself and Ramos is all too familiar with that. An accomplished rapper with a lyrical flow, Ramos can put together a crazy-mad rhyme as easily as he can string together a phat combination of punches and kicks. Rap is Ramos' one escape from the realities of the Hood, sometimes a homie's got to keep it real and throw down.

Ramos's Phat Attacks and Combos

A tricky attack is Ramos's Wind-up Punch, ←↓→P. This huge punch will break through any guard stance, leaving your opponent little choice but to take the blow or try to avoid it. The Wind-up Punch inflicts decent damage if it lands, and causes up to 25 percent damage to opponents caught flat-footed. The only real drawback to this attack is the delay from the time you input the keystrokes to the time the move actually occurs.

Go ahead and sprinkle in the Diving Tackle (P+K) from time to time to keep the opposition honest. The Diving Tackle has great

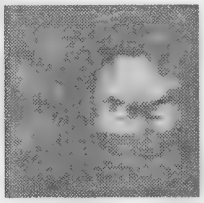
range; make your foes wary of this move. As good as it is, though, it can be blocked with a crouching guard. Try using the tackle if your opponent tries to bum-rush you, though. And use the Wind-up Punch at the end of any attack that sends the opponent flying up; tackle the falling opponent just before his or her body hits the ground.

Another powerful attack is Ramos's ↘P, ←P, P attack. This works against opponents caught in midmotion or against a crouching guard. Against a crouch, the first attack will miss as the second catches them as they bounce off the ground. The last portion of the attack catches the body in midair and slams it back to earth. The timing between the ←P and P portion of the attack may throw you off a bit, but just work on it.

Make a crouching coward pay with a ←P, ←→P+E. Your boomin' punch will make your foe stand up and recognize as Ramos performs his Vicious Head Butt for some sick damage.

If you catch some fool slippin' and you send him or her airborne, make 'em pay with this super-fly juggle: →P, P, P, and they'll bow down to your will. The last two hits come in close together; you may miss the last hit if you hit the keys too fast, so pace yourself. Keep practicing the timing and you'll be living large.

Jalil



Fighting Style: Tae Kwon Do
Height: 6'3"
Occupation: Recycler

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Jump Attack: ↑P

Kick: K

Back Kick: K (facing opposite direction)

Back Crouch Kick: ↓K (crouching, facing opposite direction)

Low Side Kick: ←K

Front Kick: →K

Low Kick: ↓K

Crouch Kick: ↙K (crouching)

Special Moves

Axe Kick: →→K

Trip Takedown: P+E (grapple)

Dragonsault Toss: ←→P+K (grapple)

Reverse Dragonsault Toss: P+E (grapple, behind opponent)

One-Foot Stance Maneuvers

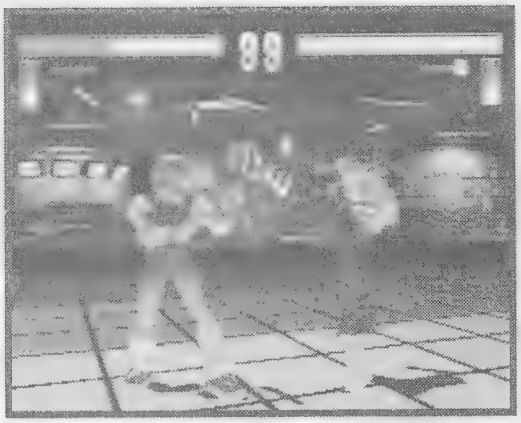
One-Foot Stance: P+K

Reverse Kick into One-Foot Stance: ←P+K

Kick: K

Heel Drop: →K

Regular Stance: E



Out in the Hood, making ends meet is a constant struggle. It's hard enough getting by without all the drama and static that's commonplace in the Hood. To earn some cash, many denizens of the Hood have taken on some peculiar occupations. Jalil, a can recycler by trade, is always checking sidewalks, streets, and trash bins. Jalil gets by on the aluminum he finds. Don't mess with a man's livelihood: Jalil takes this rule seriously. Try to fence his stash and you'll be tore up from the floor up. And don't call Jalil a bum: That really sets him off.

Jalil's Recyclable Attacks and Combos

When you catch an opponent who's not wise to the game, use the massive P, P, P, ←K, →K, K combo. Nailing a rival with this attack as they try to do a punch or kick of their own increases your chances for success. If the →K portion of the combo hits, the opponent will rebound off the floor as the final kick sticks your foe in midbounce.

Hit up standing guards with a ↘K, P, →K; the last kick will break the guard for a moment. Although it doesn't do that great of damage on its own, it's plenty quick enough to make them recognize. Mixing it with other combos goes a long way to frustrate the opposition.

Using a Jump Attack (↑P) on a crouching guard is a quick way to set up Jalil's Trip Takedown. Simply input ↑P, P+E when the enemy crouches. Do it right, and you'll force the opponent to stand as Jalil lays the Trip Takedown.

Looking for an even more annoying attack? Work in the following attack against a standing guard: P, P,↓KKK (keep the ↓ command pressed for the duration of all kicks). The last three consecutive kicks will hit low. If the opponent tries to counter the low kicks by crouching, use the method to implement the aforementioned Trip Takedown.

Using Jalil's One-Foot Stance (P+K) is risky in the middle of a fight: You leave yourself open to a variety of attacks. If you're feeling brave, show them who's the man by doing a P+K, →K, ←K, K combo. If the opponent tries to come in when Jalil is in his One-Foot Stance, quickly input the rest of the combo for a proper juggle combo. Again, it's a risky combo, but it's worth the risk if it works.

If you send a foe into the air, use that moment to land a P, P, ←P+K combo for a sweet-looking juggle combo. Practice the timing and get the spacing down just right to pull this one off efficiently.

Thana

Fighting Style: Tae Kwon Do
Height: 5'7"
Occupation: Shrimper

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Jump Attack: ↑P
Kick: K
Back Kick: K (facing opposite direction)
Back Crouch Kick: ↓K (crouching, facing opposite direction)
Low Side Kick: ←K
Front Kick: →K
Low Kick: ↓K
Crouch Kick: ↙K (crouching)

Special Moves

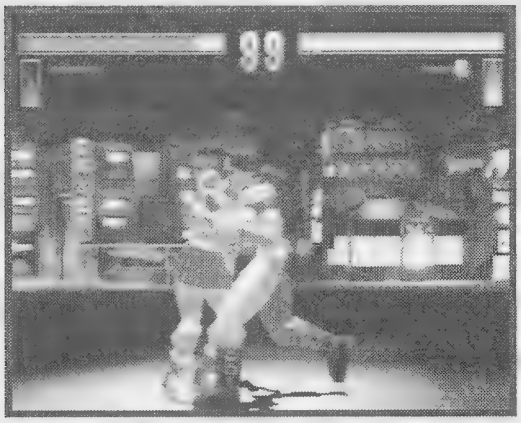
Axe Kick: →→K
Trip Takedown: P+E (grapple)
Dragonsault Toss: ←→P+K (grapple)
Reverse Dragonsault Toss: P+E (grapple, behind opponent)

One-Foot Stance Maneuvers

One-Foot Stance: P+K
Reverse Kick into One-Foot Stance: ←P+K
Kick: K

Heel Drop: →K

Regular Stance: E



Working at the docks, Thana is one of the few lucky ones. In the Hood, though, a job doesn't make the man. Maybe it's out of jealousy or greed, but it seems like someone's always trying to jack Thana's cash. These assailants best pick another target, though. After spending all day netting, bagging, and tagging shrimps, Thana would just as soon have a would-be jacker bagged and tagged. Remember, in the Hood, you don't mess with a man's hard-earned dollars.

Thana's Industrious Attacks and Combos

A massive combo Thana can use on an opponent caught in mid-attack is P, →K, K. If the enemy is trying to be sly and you catch him or her slippin', make 'em regret it. The key to this attack is the combo's last kick. If it hits its intended target, it sets up a hopefully wicked juggle opportunity as the kick bounces the opponent straight up off the floor.

Switch up between his ↙K and ↓K single attacks from time to time. Individually, these kicks won't cause that much damage. But if you can switch between them effectively and maybe throw in the occasional random combo, you can fluster an opponent, leaving your foe clueless about what you'll do next. Do this successfully, and you can set them up for a devastating combo or big grapple attack.

The P, P, P, ↓K, K combo is a very annoying attack. The last two kicks will land low against a standing guard. Do this enough times, and you'll force your enemy to crouch to counter these low kicks: Immediately counter with ↑P, P+E. The ↑P portion of the combo will force him or her to stand up just long enough for you to slip in the Trip Takedown—shrewd, to say the least.

Other juggle combos to try include P, ↑P and P, P, P, →K, K. Both combos are ideal against a helpless, airborne opponent. Timing and distance is everything with these attacks, so get them down pat.

For some chaotic fun, change up between the P, K, K, ↓K, K, K and P, K, K, K, K, K attacks. All come out crazy fast and hit at different levels. By switching between the two from time to time, the opponent won't know where to guard. With any luck your foe will guard incorrectly, increasing your chances of landing multiple hits.

Paco

Fighting Style: Streetfighting
Height: 5'7"
Occupation: Mechanic

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Jumping Double Hammer Smash: ↑P

Hammer Punch: ↘P

Trample Attack: ↓P (to down enemy)

Special Moves

Wind-up Punch: ←↓→P

Head Lock: ←P+E (grapple)

Diving Choke: P+E (grapple)

Vicious Head Butt: ←→P+E (grapple)

German Suplex: P+E (grapple, behind opponent)

Shoulder Charge: ←P+K

Diving Tackle: P+K

Power Uppercut: ↘P+K

Signature Moves

Flying Knee of Pain: →K

Straight Punch: →P

Double Hammer Punch: ←P

Drop Kick: ↗K

A self-proclaimed grease monkey, Paco is a whiz when it comes to working under the Hood—of a car, that is. A homie's ride is his pride and joy. Paco can usually be found with his '67 Impala, working on everything from the engine to the rear bumper. Being a mechanic, it's Paco's job to know this stuff. But somebody's always trying to jack up Paco's tricked-out ride. Bad move. Chip his paint job, and Paco will chip a tooth or two from your smile.

Paco's Tricked-Out Attacks and Combos

Smash a crouching opponent in the face with a ↓K, P, →K combo. If you input the keystrokes correctly, Paco will fire and land his Flying Knee of Pain for the last hit of the combo. Designed to fool the opposition into thinking they can block all the hits, the first two hits serve as diversions so the Flying Knee can connect on the opponent's face.

As with Ramos, Paco's Diving Tackle (P+K) will cover a lot of ground with its impressive range. This holds any foe at bay who may try to bum-rush Paco with a running kick of his or her own. But don't use the Diving Tackle too much. Your opponent can block the attack easily with a crouch guard. Besides, using it too much

makes the attack more predictable, and takes away its effectiveness. Use the tackle sparingly, more as a surprise attack when your opponents leave themselves vulnerable or aren't paying attention.

If Paco lands a Vicious Head Butt (←→P+E), the adversary will be stunned from the blow as he or she falls to the ground. Before that can happen, quickly shoot in with the combo of your choice and get the job done. The P, P, P, combo is one you might try. You can sometimes catch an opponent with the Head Butt as he or she tries to perform a move, but this involves more luck than good timing. The Vicious Head Butt seems to work really well on crouching guards as it hits at midlevel, so try it and see how it works.

Want to apply Paco's Head Lock but your enemy refuses to cooperate by crouching? Perform a Power Uppercut (↘P+K, and immediately do the Head Lock keystroke (←P+E) as the opponent rises to a forced standing guard from the crouching position. Work to get the timing of the two moves down.

If you're not afraid to get your hands dirty, roll up your sleeves and try a ↘P, ←P, ↓K attack on a crouching guard. This is an excellent attack: The first blow will miss high as the second comes in right after and connects on the opponent's head. As the enemy's body slams to the ground from the blow's force, the last kick strikes at the last moment to complete the combo. Now go wash that grease off your hands.

Hendrickson

Fighting Style: Streetfighting
Height: 6'
Occupation: Biker

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Jumping Double Hammer Smash: ↑P

Hammer Punch: ↘P

Trample Attack: ↓P (to down enemy)

Special Moves

Wind-up Punch: ←↓→P

Head Lock: ←P+E (grapple)

Diving Choke: P+E (grapple)

Vicious Head Butt: ←→P+E (grapple)

German Suplex: P+E (grapple, behind opponent)

Shoulder Charge: ←P+K

Diving Tackle: P+K

Power Uppercut: ↘P+K

Signature Moves

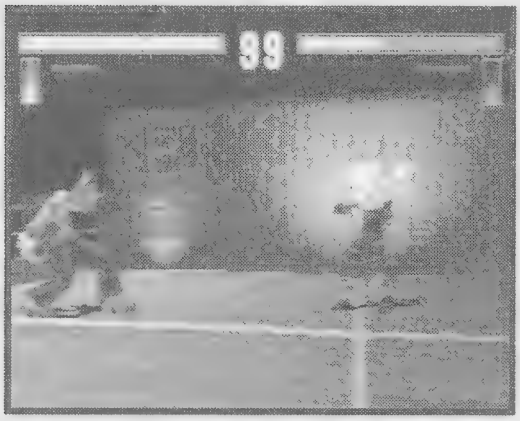
Flying Knee: →K

Straight Punch: →P

Double Hammer Punch: ←P

Drop Kick: ↗K

Shotgun Blast: →P+K (With Shotgun)



Tearing through the back ways and alleyways of the Hood on his custom Harley with a tailpipe roaring thunder and rattling the earth, Hendrickson surveys his turf. Yes, *his* turf. Make no mistakes about it. The Hood is his territory and the many souls within its borders his people. Hendrickson rules the Hood and his gang with an iron fist. Speaking of iron—strapped with a sawed-off 12-gauge, Hendrickson doesn't play around; he packs serious heat.

Hendrickson's Brutal Attacks and Combos

Want to bust a cap into someone? Have Hendrickson do his Shotgun Blast (→P+K) for a vicious blast to the dome. If the shot hits a standing guard, the opponent will suffer up to 30 percent damage. If you manage to shoot your target while he or she is in the middle of an action, you'll inflict a huge 50 percent deficit against your enemy's health. But the opponent can avoid the gunshot by crouch guarding. And the time it takes from the point where Hendrickson pulls out the shotgun to when he fires is another downside to the Shotgun Blast. It's not forever in coming, but the time it takes to fire is enough that the opponent can see it coming and crouch.

An effective combo against a crouch guard is the ↘P, P, →K attack. The first two punches aren't meant so much to hit the opponent (if they do, good) as to divert him or her so the Flying Knee can land and knock your foe up to the sky. This should set up a nice juggle opportunity.

Hendrickson's Diving Tackle (P+K) has great range, meaning opponents constantly must be wary and conscious of their distance from Hendrickson. The tackle will take down a standing foe, but won't work against a crouching one. To add a little flair to the end of a combo that sends an opponent flying up, tackle his or her body just before it hits the ground to add yet another hit to the previous combo. A good combo to tack onto the Diving Tackle is the aforementioned ↘P, P, →K.

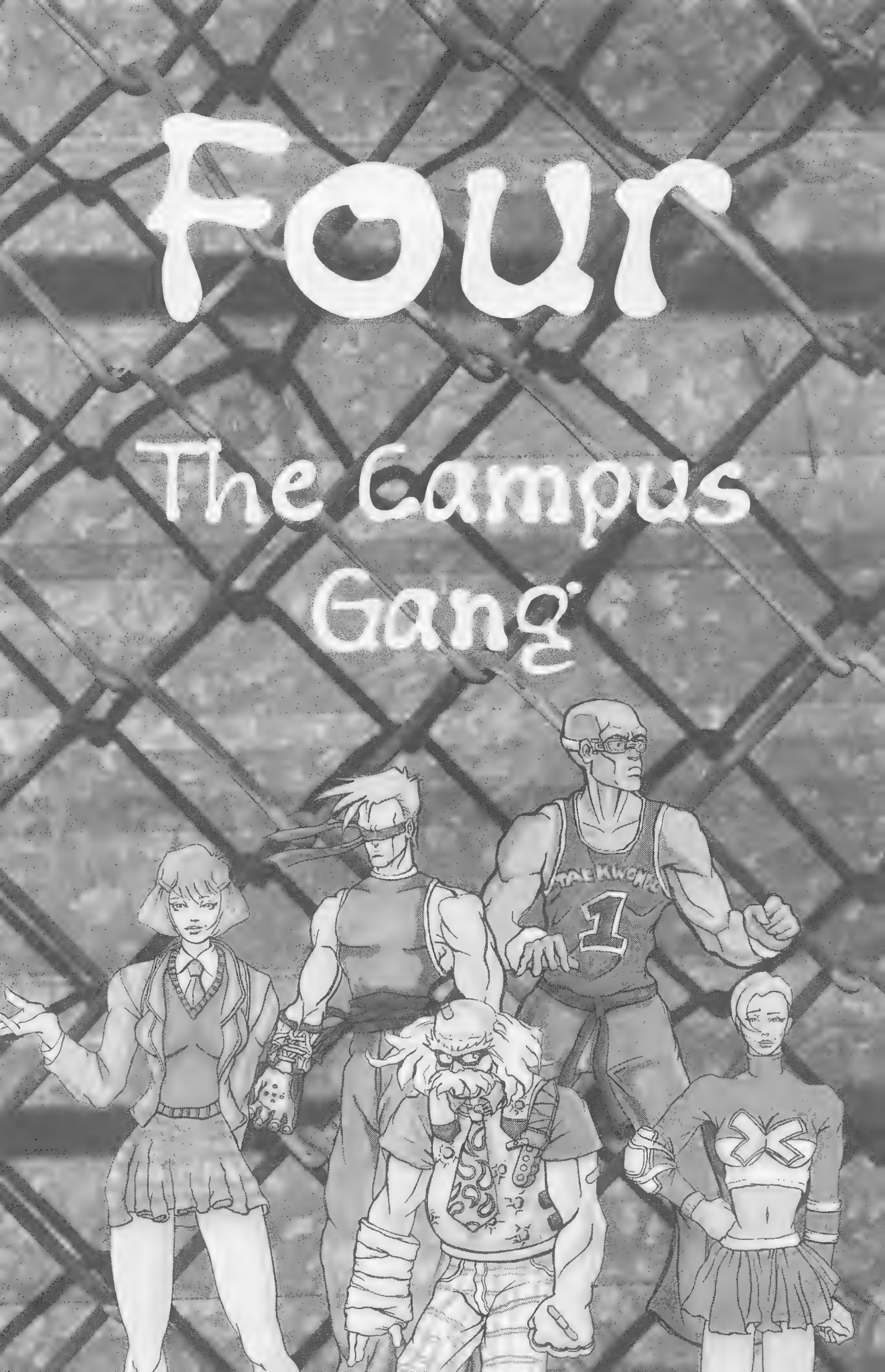
A crouching guard can be a golden opportunity for Hendrickson to administer his Diving Choke (P+E), if you do the following exactly this way: ↘P+K, P+E. The first shot forces a standing motion from a crouched position, nicely setting up the Diving Choke for Hendrickson. Timing is critical, or the grapple attack won't materialize.

P, P, P is a good, solid attack to try on a crouch, as well. These punches come fairly fast with little delay between, making it that much more attractive. The first two hits miss high: These are the setup for the final hit. If it lands, it will bounce the opponent off the ground and up high into the air, for a prime juggle combo opportunity.

For style points, nail a falling opponent as he or she hits the ground with Hendrickson's Shoulder Charge (←P+K). Try using this right after landing the foregoing P, P, P combo attack. You'll see Hendrickson make like a linemen in his three-point stance, ready to charge into the opponent's falling body. Ouch, football with no helmets.

Four

The Campus Gang



Harold

Fighting Style: Pi-Kua Kung Fu
Height: 5'7"
Occupation: Exchange Student

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Back Crouch Punch: ↓P or K (crouching + facing opposite direction)
Chop: ↘P
Jump Attack: ↑P
Trample Attack: ↓P (to down enemy)
Rising Punch: ↙P
Kick: K
Crouch Kick: ↓K (crouching)
Back Kick: K (facing opposite direction)
Down Kick: ←K
Forward Kick: →K

Special Moves

Elbow Lunge: ←→P
Jackrabbit Charge: → →P
Jump Kick: K+E

Shoulder Charge: ← →P+K

Bum Rush: P+E (grapple, behind opponent)

Face Smash: ↓P+K (low counter)

Signature Moves

Circle Punch: ←P

The Exchange Forearm: →P

Quick Punch: ↓→P

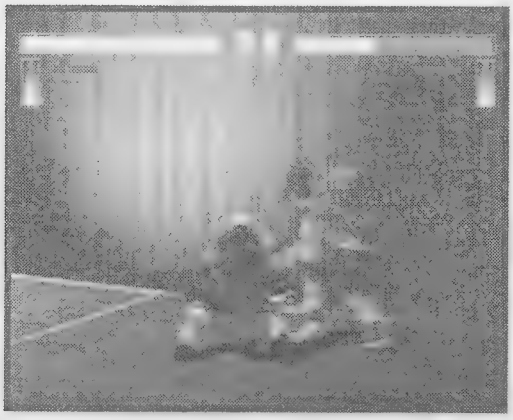
Takedown: P+E (grapple)

The Expulsion: ←→P+E (grapple)

Tetsuzanko: P+K

Body Block: ←P+K (high counter)

Gut Buster & Spinning Backhand: ↙P+K (medium counter)



Being a student is tough enough, but being an exchange student is more difficult. That's Harold's predicament. Having to adjust to new customs, a different climate, and dealing with school punks that like to harass students from abroad hasn't en-

deared this new land to Harold's heart. He has endured ridicule and struggled to adapt to this new environment. But in the end, Harold has found that both his homeland and this new home have at least one thing in common—the power of the fist. Proficient with his fists, Harold is always ready to dish out a little foreign policy to those who laugh and call him names.

Harold's Cultured Attacks and Combos

One of Harold's simple but effective combos against a standing guard is ↘P, →K, P. The initial punch breaks the guard as the ensuing kick hits at midlevel. This kick sets up the final punch and sends the opponent flying skyward for a juggle opportunity. Remember that the kick must land for this combo to work. If it doesn't, the timing is squashed.

Crouching opponents get a rude welcome if Harold lands his →P, P, P. Beware of the timing between the →P and P, P portions of the combo. Do the last portion too early or too late, and the hit won't materialize. If you get it just right, your opponent will be stunned for a moment. Don't hesitate: Jump in with ↑P, ←P, P, P, P, P, P attack for a big juggle. Done correctly, this series of attacks can do almost 40 percent damage.

Forever homesick, Harold has a favorite move for crouching guards: P, P, →K, P. Harold always used to land this against the blokes back home. The first two punches miss high. The following kick catches the opponent in the face; before the foe can recover, the last punch sneaks in, setting up a potential juggle opportunity.

P, P, ↓P is another great combo. The last punch breaks a standing guard, but also hits against a crouching guard. Quickly follow up with a P, P, P, P, P, combo to press the opponent's defense. If the enemy tries to slip in a punch to ruin your combo, there's a chance he or she will get clocked. If the next-to-last punch lands, it stuns the opponent, setting him or her up for the final blow.

Landing Harold's Tetsuzanko (P+K) presents you with many opportunities to punish the opposition. Should the Tetsuzanko hit, it stuns the opponent. Before the enemy falls to the ground in pain, add to their agony as you enter the keystrokes ↑P, ←P, ←→P+K for a very impressive combo inflicting up to 30 percent damage on the unfortunate target.

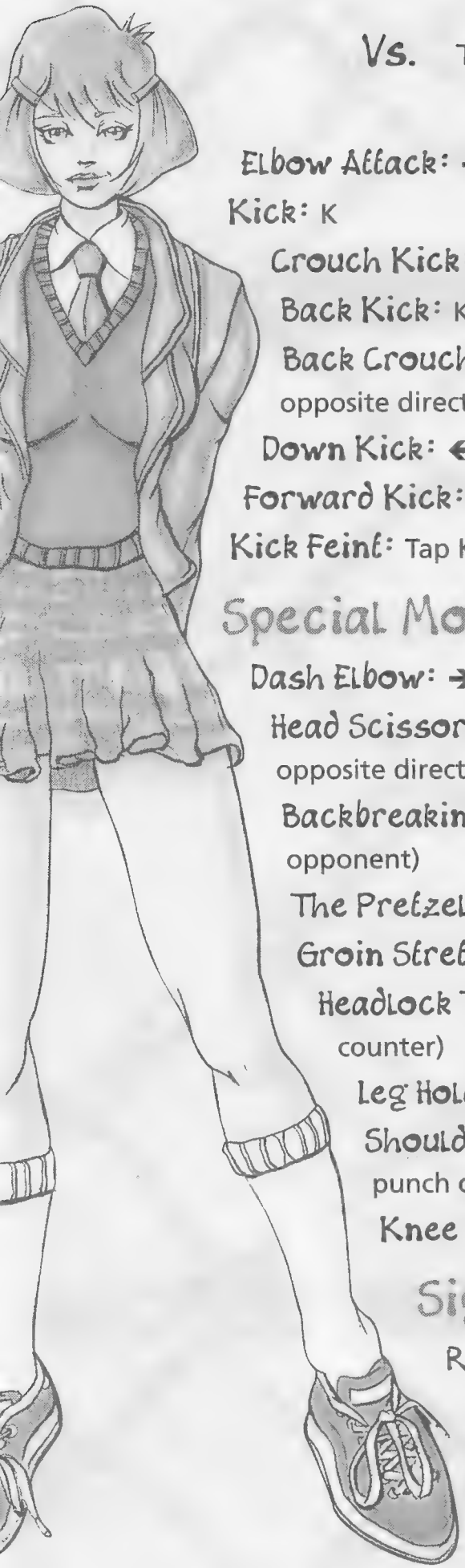
To force a crouching guard to stand long enough for Harold to perform the Expulsion grapple attack, have Harold do a ↓→P, →P, ←→P+E combination series. The timing and speed of the entered keystrokes must be perfect, or you'll waste the whole attack. Note that the opposition won't autoresist this method of getting the Expulsion off, regardless of their Defensive Fire Meter status.

Kathleen

Fighting Style: Aikido
Height: 5'7"
Occupation: Schoolgirl

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Back Crouch Punch: ↓P (crouching + facing opposite direction)
Jump Attack: ↑P
Trample Kick: ↓P (to down opponent)
Overhand Chop: ↘P



Elbow Attack: →P

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Back Crouch Kick: ↓K (crouching + facing opposite direction)

Down Kick: ←K

Forward Kick: →K

Kick Feint: Tap K

Special Moves

Dash Elbow: →→P

Head Scissors: P+E (grapple, facing opposite direction)

Backbreaking Rollover: P+E (grapple, behind opponent)

The Pretzel: ←P+K (high punch counter)

Groin Stretch: ←P+K (high kick counter)

Headlock Takedown: ↙P+K (medium punch counter)

Leg Hold: ↙P+K (medium kick counter)

Shoulder Ride Arm Bar: ↓P+K (low punch counter)

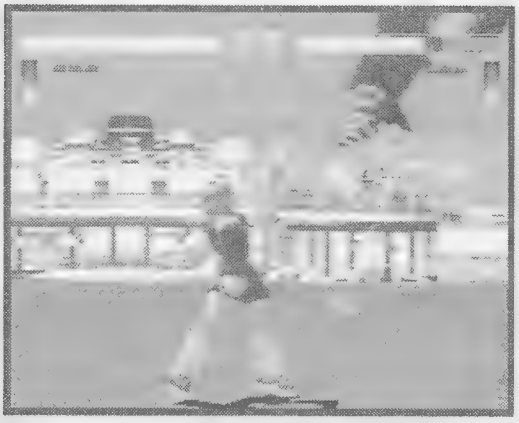
Knee Buster: ↓P+K (low kick counter)

Signature Moves

Rising Kick: ↓↓K

Hurts-So-Good Takedown: P+E (grapple)

Coed Crush: ←→P+E (grapple)



Who says you can't have it all? That person obviously has never meet Kathleen. She's got both brains and brawn. A studious young woman, Kathleen has been called everything from a bookworm to a nerd. Think you can push her around like you did those geeks back in high school? That wouldn't be the most educated thing to do. Don't say you weren't warned. This so-called nerd can give you the Latin name for each bone in your body right before she breaks it. You have a lot to learn if you try to go up against Kathleen.

Kathleen's Intelligent Attacks and Combos

Similar to Mineo, Kathleen also possesses a Kick Feint (tap K). The Kick Feint suckers the opposition into thinking a kick will be thrown, but at the last moment the kick is pulled back. Note that after pulling the kick back, Kathleen ends up facing away from the enemy, exposing her back. Use extreme caution when you perform a combo with a K in the string, or you may end up accidentally turning around in the middle of a combo. With practice and patience, however, Kathleen proves to be an imposing fighter. When you have practiced fighting with her awhile, start taking advantage of her great countermoves.

Here's an opportunity to use the Kick Feint (tap K) in your favor: Go ahead and start off your attack by tapping K. As Kathleen turns her back on the opponent, quickly enter P+E. If you timed it right, she'll have done the Hurts-So-Good Takedown. Bear in mind

the Hurts-So-Good Takedown only works if the Defensive Fire Meter is low enough; if it isn't, another opportunity will present itself. If the rival autoresists the Hurts-So-Good Takedown, Kathleen will find herself standing behind the enemy's back. Quickly finish your foe off with a quick combo of your choice, such as P, P, P or ↓K, K, while his or her back is to you.

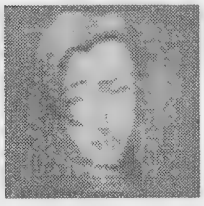
Up to learning a great attack against a crouching guard? Throw a →P, P, ↓P, ↓K, P on the uneducated lout. All the attacks will either miss high or be blocked, except for the last punch, which slips in and sends him to the stratosphere for a juggle opportunity. Don't disappoint.

Pop quiz, Hotshot. How do you throw a grapple attack on a crouching guard? Simple: →K, ←→P+E. The initial kick penetrates the guard, forcing a standing motion as Kathleen puts the Coed Crush on the opponent. Bonus question: Does it matter if the Defensive Fire Meter is full? No. So, how'd you do, Hotshot?

Another great way to get a juggle opportunity against a crouching guard is to use ↘P, P. The last punch sends the enemy flying backward because the first punch momentarily interrupted the crouch guard. This move is especially handy because the keystroke commands are so easy to get down, and the moves come out quickly, one after the other.

A good juggle combo to try if you have the opportunity is →P, →P, K and finish off with a Trample Kick (↓K) that'll teach them not to hassle you. Just be wary on the timing for the →P, →P, K juggle effort. Nail it or get nailed.

Leath



Fighting Style: Martial Arts

Height: 6'

Occupation: Cheerleader

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Jump Attack: ↑P

Underhand Punch: ↘P

Elbow Attack: →P

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Back Crouch Kick: ↓K (crouching + facing opposite direction)

Side Kick: →K

Low Kick: ↙K

Somersault Kick: ↗K

Reverse Somersault Kick: ↖K

Trample Kick: ↓P (to down enemy)

Signature Moves

Knee Attack: →→K

Rising Kick: ↓↓K

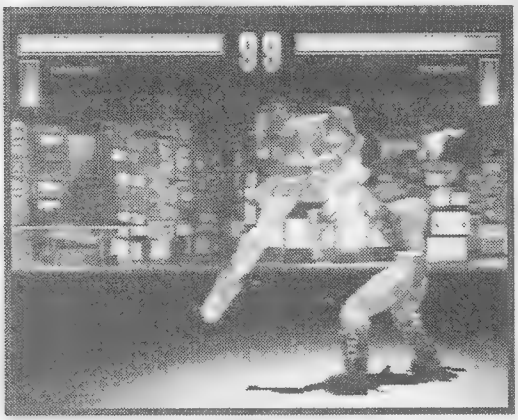
Turn Kick: ←←K

Revolution Punch: P+K

Soprano Special: P+E (grapple)

Thai Tangle: ←→P+E (grapple)

Back Drop: P+E (grapple, behind opponent)



Leath's natural exuberance lead her to try out for the Campus cheerleading squad. Forever bubbly, full of life and vigor, it often seems Leath has too much energy. To dissipate the surplus, Leath studies martial arts. She demonstrates the same enthusiasm in her fights as she does on while cheering the home football team on to victory. Stock up on caffeine beverages if you want to even keep up with her in a scuffle. Just don't bring your own cheering section if you fight her, because nobody cheers for a loser.

Leath's Exuberant Attacks and Combos

Leath is a combo-fiend's dream and an enemy's nightmare. Virtually any combination of button presses can produce a quick combo attack. Use this to your advantage. Relentlessly press the attack on your opponents until they submit to your will. Don't charge in with reckless abandon with your attacks; instead, intelligently mix up many of Leath's frantic attacks; you're bound to land a good percentage of blows.

Leath's Somersault Kick (↗K) against a crouch is a great setup for a juggle. If you can stick them with the Somersault Kick, try the juggle combo K, →K, K, K, K as a complementary followup. If

you can pull off this one, a punishing round of kicks will pummel the opposition into a stupor. You may need to work on timing the kicks to make this happen regularly.

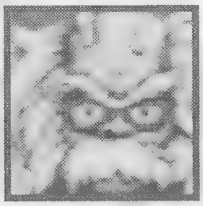
When you face a standing opponent, use the effective ↙K, K, K, K attack to gain the advantage. The initial kick hits low below the guard as it sends the opponent shooting upward. Leath greets the hapless foe with a hardy series of juggling kicks. Perform them properly, and this results in a five-hit juggle combo. Timing and distance are paramount, so take time to work this one down to a tee.

Also try ↗K, P, P, P, →P, P on a crouching guard for at least a four-hit combo. The Somersault Kick (↗K) portion of the attack can catch a croucher by surprise, and the followup punches finish off what the Somersault Kick began.

Here's a move that will have you cheering for more: ↑P, ←→P+E versus a crouch guard; watch as Leath unleashes the Thai Tangle (←→P+E) grapple attack on a previously crouching target. The key is to land the ↑P and instantly perform the Thai Triangle before the enemy has a chance to return to the crouch guard.

←P, P, →K, K is an awesome attack that will devastate a crouching opponent, and is equally great in setting up a juggle attempt. Try it: The initial hits are blocked, but the last hit lands and throws the enemy straight up for the combo of your choice.

O'Doul



Fighting Style: Pi-Kua Kung Fu
Height: 5'7"
Occupation: Principal

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Back Crouch Punch: ↓P or K (crouching + facing opposite direction)
Chop: ↘P
Jump Attack: ↑P
Trample Attack: ↓P (to down enemy)
Rising Punch: ↙P
Kick: K
Crouch Kick: ↓K (crouching)
Back Kick: K (facing opposite direction)
Down Kick: ←K
Forward Kick: →K

Special Moves

Elbow Lunge: ←→P
Jackrabbit Charge: → →P
Jump Kick: K+E

Bum Rush: P+E (grapple, behind opponent)

Face Smash: ↓P+K (low counter)

Signature Moves

Step Change: ↓ ↓

D Punch: ↘P

Takedown: P+E (grapple)

Detention: ←→P+E (grapple)

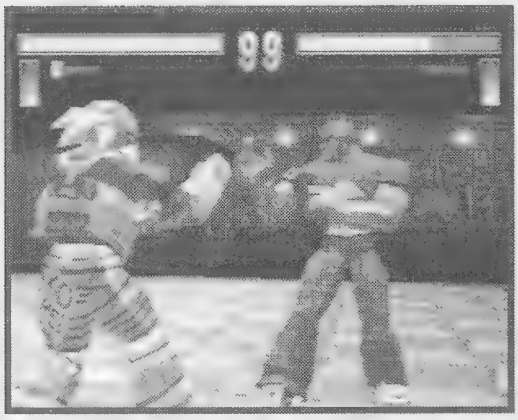
Dash Punch: →P+K

Laugh Attack: ←→P+K

Jump Chop: P+K

Grab & Punch: ←P+K (high counter)

Delinquent Discard: ↙P+K (medium counter)



A strict disciplinarian, O'Doul longs for the good old days when school authorities could smack unruly students upside their heads. Now O'Doul must wait until classes let out for the day to teach these punk kids some lessons in good discipline. A rugged old man who can still get it on, O'Doul

doesn't hesitate to show his student body who really runs things. O'Doul will do more than slap suspensions on the truants he catches. They'll be lucky if O'Doul doesn't slap their teeth out.

Listen up boys and girls, class is now in session.

O'Doul's Syllabus of Attacks and Combos

O'Doul can be a difficult character to master: His Step Change (↓↓) move switches O'Doul's fighting stance, creating problems performing combos involving ← commands. If you try to buffer a keystroke after inputting a ← command during a combo, O'Doul performs his Step Change where the ← command was inputted in the combo. This throws off the timing of the rest of the combo, because it takes time to recover. Keep this in mind when trying to combo O'Doul. He's somewhat tougher to learn than the other characters, but once you adjust to his nuances, get his moves down, and learn to use him effectively, O'Doul can be an exceptional fighter to work with.

A great combo to attempt is ↙P, ←K, ↘P, P, P, P, P. This attack works well against both standing and crouching guards, as it alternates between several levels of attack. These could translate into a number of blows landing against a confused opponent.

O'Doul's ↘P, P, K attack is effective on crouching enemies: The first hit will be blocked. As the second blow connects, it forces a standing guard just long enough for the opponent to receive the last kick. It's a simple move to pull off, but it's quite effective.

How do you reprimand a disrespectful student...detention? No, use a Jump Chop (P+K) on him or her, instead. The Jump Chop covers a lot of ground as O'Doul pounces on the opponent fairly quickly. It's especially effective on crouch guards. If the Jump Chop lands, the "student" will be stunned. Instead of giving the offender a slap on the wrist, slap the enemy with a ↓K, K, ↑P attack.

This series of hits on the stunned opponent will leave a far more lasting impression than a wrist slap ever could.

To set up a juggle attempt, use ↙P, ←K, P when your foe crouches. This should set the table for a juggle such as P, P, P or ↑P. Study these attacks and juggles like a good student. In other words—practice, practice, practice. You'll be tested on this material in tomorrow's fight.

A quick striking attack to use on a couching adversary is ←→P, ←→P+K. Both hits are very fast, and your opponents will be so dazed by the initial Elbow Lunge and the last hit (O'Doul's Laugh Attack), they'll have to relearn their ABCs.

Joel

Fighting Style: Tae Kwon Do
Height: 6'
Occupation: Jock

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Jump Attack: ↑P
Kick: K
Back Kick: K (facing opposite direction)
Back Crouch Kick: ↓K (crouching, facing opposite direction)
Low Side Kick: ←K

Front Kick: →K

Low Kick: ↓K

Crouch Kick: ↙K (crouching)

Special Moves

Axe Kick: →→K

Trip Takedown: P+E (grapple)

Dragonsault Toss: ←→P+K (grapple)

Reverse Dragonsault Toss: P+E (grapple, behind opponent)

One-Foot Stance Maneuvers

One-Foot Stance: P+K

Reverse Kick into One-Foot Stance: ←P+K

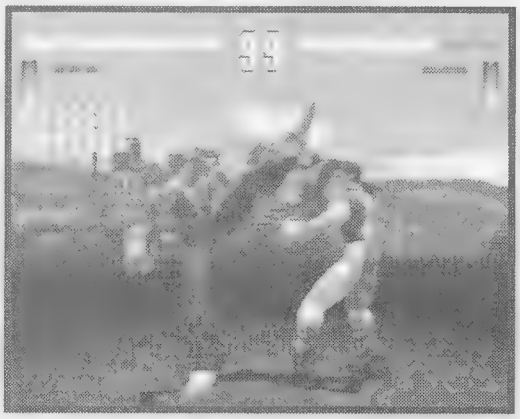
Kick: K

Heel Drop: →K

Regular Stance: E

Signature Move

Reverse Somersault: ↖K



Joel's athletic talents scored him a sports scholarship. But organized sports weren't enough to douse the competitive fire driving this jock. Now he's involved with physical competition of a different sort—streetfighting. Joel's athletic prowess more than qualifies him as leader of the Campus Gang.

Joel's Studly Attacks and Combos

Joel's ←K, ↓K, K attack makes for a great combo against a crouching guard where the first strike lands low, the second will be blocked, and the last kick catches the opponent as the blow sends him or her upward for a juggle opportunity. These kicks come out quick, making it a very useful and sneaky attack. While the opponent is airborne, quickly prepare and position yourself for a juggle combination of your choice to show them who's the man.

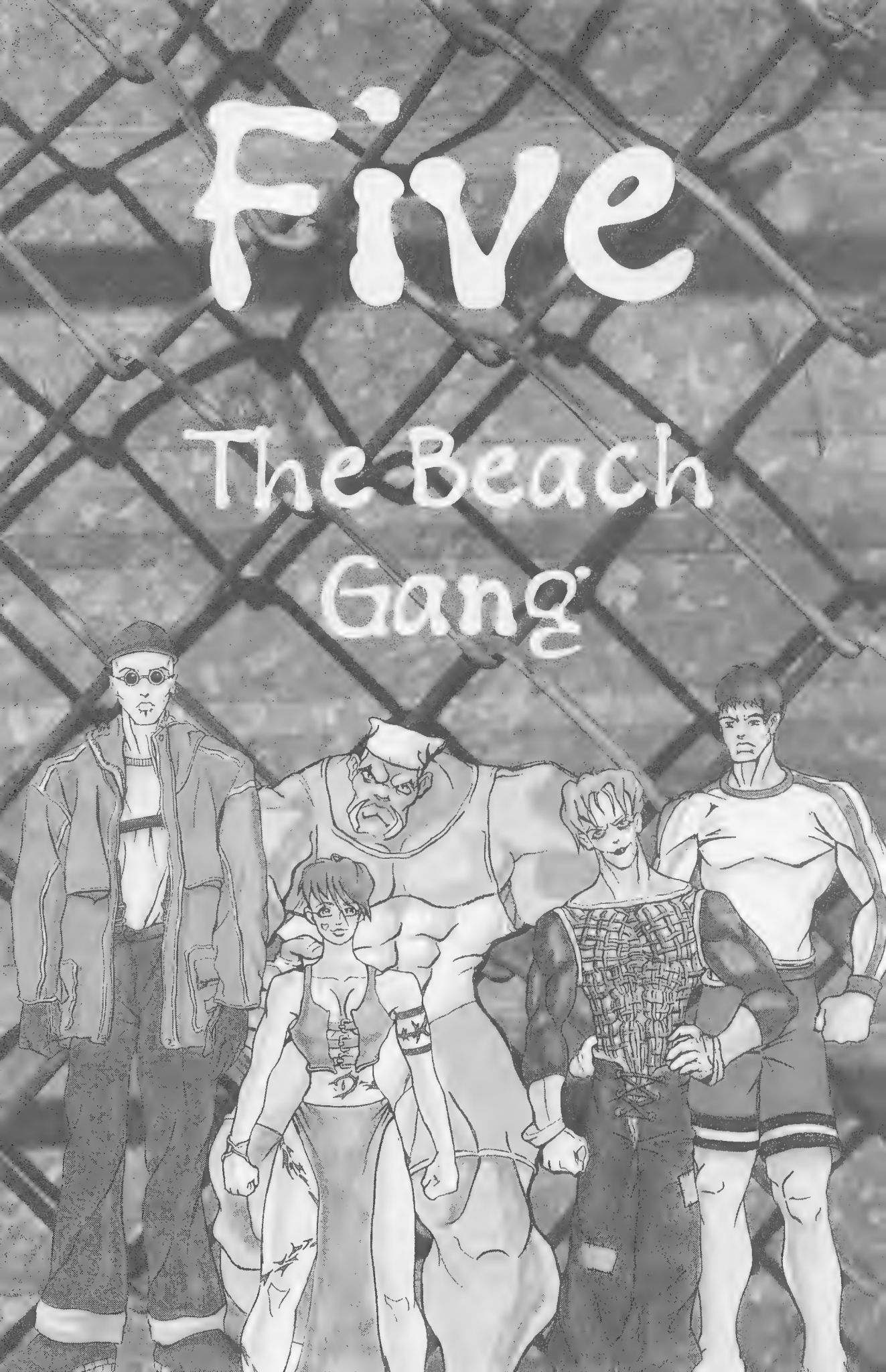
If you catch the opponent slippin', swat him or her upside the skull with the P, P, P, ↑K attack. These all come out fairly fast; if the opponent has any ideas about trying to sneak in an attack, or is caught flat-footed, these flurries can send him or her reeling to the ground.

Mix up between Joel's ↓K, P, P, →K and P, ↓KKKK attacks (the ↓KKKK portion of the second combo requires you to keep the ↓ command depressed throughout all the kicks). Both combos aim at different level of attack, and at different times. If the opponent selects a particular guard against both combos, he or she will get a different results. Switching between the two combos creates a confusing predicament for your foe: He or she may guard incorrectly and get hit more often. Should you get your opponent to that stage, watch as your hit ratio increases.

To perform the Dragonsault Toss on a crouching guard, use the P, ↑K, ←→P+E attack. The first punch purposely misses high, giving the opponent a false sense of security. The next blow actually sets up the final Dragonsault Toss for huge damage on the

victim. This is because the ↑K basically forces the crouching opponent to stand, and then the grapple attack kicks in. Practice the motions, and especially pay attention to whether or not the second hit lands. If it doesn't, the toss won't happen.

A good juggle combo is Joel's P, ←K, →K, K—a great five-hit combo. Get used to the spacing and timing this combo requires to be successful.


Five
The Beach Gang

Kenny

Fighting Style: Pro Wrestling
Height: 6'2"
Occupation: Bodybuilder

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Jumping Double Hammer Smash: ↑P
Vertical Elbow: ↘P
Power Elbow: ←P
Stomp: ↓P (opponent down)
Kick: K
Crouch Kick: ↓K (crouching)
Back Kick: K (facing opposite direction)
Crouch Back Kick: ↓K (crouching + facing opposite direction)
Down Kick: ←K
Colossal Side Kick: →K

Special Moves

Snap Suplex: P+E (grapple)
Arm Breaker: ←P+K (punch counter)
Cross-Body Domination Slam: ←P+K (kick counter)

Achilles Hold: ↓P+E (to down enemy's leg)

Running Tackle: →→P+K

Head Butt: P+K

Signature Moves

Aerial Somersault Kick: ←→K

Skull Buster DDT: ←P+E (grapple)

Neck Snap: P+E (grapple, behind opponent)

Choke Slam: ←→P+E (grapple)

Sleeper Hold: ↓P+E (to down enemy's head)

You can usually find this behemoth at the beachfront gym pumping iron. But Kenny occasionally tries out his fighting skills, as well. You know how it is in the gym. Cocky wannabe muscleheads trying to come up on a dude. Kenny will oblige, but you'll regret it.

Kenny's Rad Attacks and Combos

When confronting a crouching guard, use Kenny's Jumping Double Hammer Smash (↑P). Considering that this is a jumping attack, it comes in pretty quick. Use this primarily as a surprise attack, and not as a main weapon, because it doesn't do that much damage. However, if you use this from time to time when your opposition is crouching, you stand a good chance of getting in a quick blow. Just don't overuse it to the point of being predictable.

As with Oleg, Kenny's Running Tackle (→→P+K) is a great move. No defensive stance, whether standing or crouching, is safe from this smashing tackle. The enemy's only real options are to try to avoid it or brace for the impact. You can even use it with an attack that sends your opponent up with the seagulls. Just time the tackle as the opponent hits the sand to add a little insult to injury. Your foe will feel like he's been slammed onto the rocks by a huge wave.

For some real style points, grab a dumbbell...er, opponent from a crouch and stick him or her with a Choke Slam, a la P, P, K, ←→P+E. The first two punches will swing and miss, the kick forces the opponent to stand up just long enough for the Choke Slam to kick in. And the ensuing damage is huge, about 40 percent.

Against a crouch, ←→K does some respectable damage. The Aerial Somersault Kick comes in quick and knocks a crouching enemy to the ground. As with the aforementioned Jumping Double Hammer Smash, use the Aerial Somersault Kick sparingly and more as a surprise attack.

If you have the opportunity to down an opponent and your foe's legs are nearby, why not rupture their Achilles tendon with Kenny's Achilles Hold? Simply walk up to a downed opponent's legs, enter ↓P+E, and watch as Kenny tries out his special form of foot massage.

Kenny isn't well-known as a finesse fighter or for speed, but he's no sloth, either. In fact, Kenny possesses some speedy moves

that might catch you off guard if you're not wise to the game. These include his P, P, ←K or his ↘P, K, K. The P, P, ←K comes out really quick; the P, P will be blocked by a standing guard, but the last kick will hit low. The ↘P, K, K is also quick. The ↘P will briefly break the standing guard, and the last pair of kicks come out right after. On their own, these moves are not very powerful; they won't even knock down a properly guarded opponent. Mix them up, however, and you've got a very annoying string of quick attacks that can frustrate your opponent. Throw in some of your other favorite combos and watch your enemy's frustration level rise even more. Depending on how the opponent blocks, some of these moves may land more often than you think, so try them out. The key here is to try to distract your foe enough to administer one of Kenny's devastating grapple attacks.

Calucag

Fighting Style: Free Karate
Height: 5'7"
Occupation: Surfer

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Back Crouch Punch: ↓P (crouching + facing opposite direction)
Jump Attack: ↑P

Straight: →P

Overhand Punch: ←P

Freestyle Uppercut: ↘P

Soccer Kick: ↓P (to down opponent)

Kick: K

Crouch Kick: ↓K (crouching)

Back Kick: K (facing opposite direction)

Back Crouch Kick: ↓K (crouching + facing opposite direction)

Down Kick: ←K

Forward Kick: →K

Special Moves

Elbow Rush: ←→P

Axe Kick: →→K

Attitude Adjuster: P+E (grapple)

Lady Killer: P+E (grapple, behind opponent)

Beach Slap: P+K

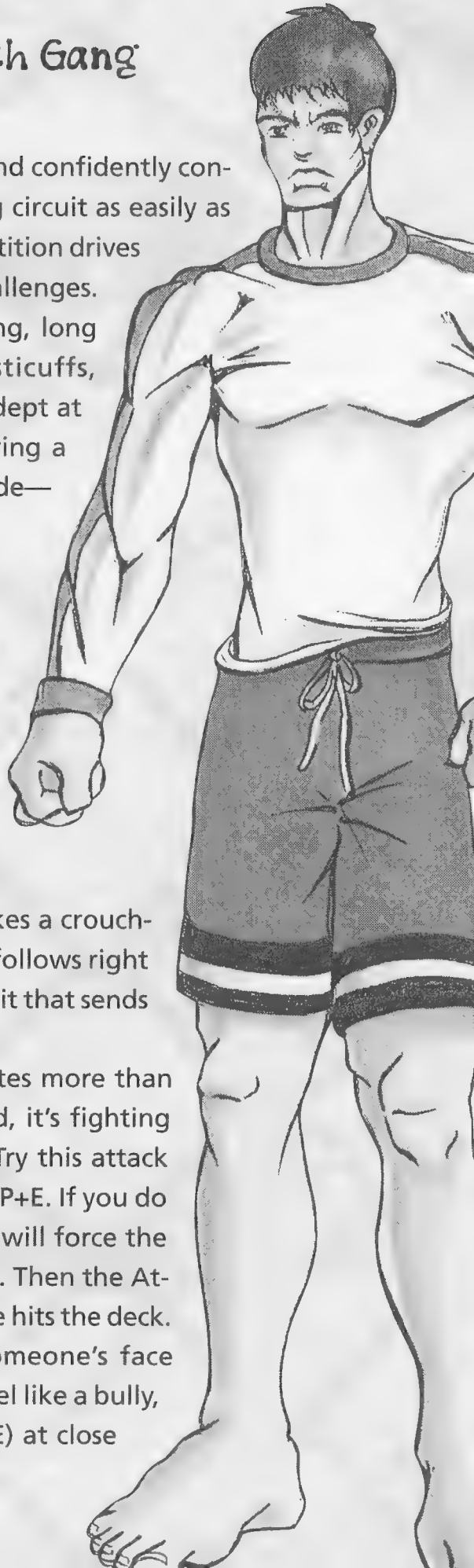
Tsunami: ←→P+K

Signature Move

California Roll: ←→P+E (grapple)

CHAPTER FIVE The Beach Gang

Hang 10, dude. Calucag has swiftly and confidently conquered all competitors in the surfing circuit as easily as he dominates 100-foot swells. Competition drives this surf rat, and he welcomes all challenges. Whether boogie boards, body surfing, long board, or good old fashioned fisticuffs, Calucag can do it all. Calucag is as adept at penetrating a defense or attack during a fight as he is at shooting the tube. Dude—let's party!



Calucag's Totally Tubular Attacks and Combos

If your opponent is crouching, quickly attack with ←K, →K, P. This attack is delivered very fast, virtually assuring your opponent will hit the deck on impact. The second kick makes a crouching opponent stand, and the last hit follows right behind the second blow. It's this last hit that sends the enemy crashing into the sand.

If there's one thing Calucag hates more than picking broken glass out of the sand, it's fighting an adversary who always crouches. Try this attack on one of those pesky crouchers: ↑P, P+E. If you do it right, the initial Jump Attack (↑P) will force the crouching guard to a standing guard. Then the Attitude Adjuster takes over, and the foe hits the deck.

Want to kick some sand in someone's face when they're crouched low? If you feel like a bully, try Calucag's California Roll (←→P+E) at close

range. Normally, grapples are fairly hard to get off. You must consider factors such as the enemy's Defensive Fire Meter or timing. This shouldn't deter you from trying the Cali Roll, though. It works like so: Get in close enough to do the move. If the enemy's Fire Meter is too high, he or she will autoresist the grapple. Usually this is a downer, but check it out. Calucag ends up behind the opponent's back. This is a by-product of the autoresist. Now's your chance to rub sand in your opponent's face. Quickly shoot in for any attack, such as ↓K, K, before the foe can run or turn around. Of course, if the Cali Roll works, it's all good, too. Either way, both options are awesome.

If you can land a Beach Slap (P+E), you've only got a second or two to land a righteous combo, so don't pass up this opportunity. Try P, P, P, P, P, P. Be sure to land these blows before your opponent hits the ground like a collapsing sand castle.

Try ←P, P, ←K, →K in the middle of a fight. If you catch the opponent in midmotion, this attack is quick, and the last hit will the enemy to and off the ground and back into the air for a juggle opportunity. The same applies if the opponent is crouching. The →K portion of the combo will send a crouch guard upward all the same.

P, P, P, ←K, K, K, K is also very effective on opponents caught flat-footed or crouching. If your foe tries to hit you in the middle of this combo, there's a very good chance he or she will get clocked by one of this fast attack's blows, and end up on the receiving end of a juggle. The same is true against a crouch guard.

When facing a juggle opportunity, seize the moment with a P, P, ←K. The first two punches may or may not hit, depending on the airborne opponent's distance from Calucag, but the Axe Kick will slam your foe's body back to the ground. This one will take some practice before you can work it effectively.

Mineo

Fighting Style: Aikido
Height: 5'7"
Occupation: Mime

Basic Moves

Punch: P
Crouch Punch: ↓P (crouching)
Back Punch: P (facing opposite direction)
Back Crouch Punch: ↓P (crouching + facing opposite direction)
Jump Attack: ↑P
Trample Kick: ↓P (to down opponent)
Overhand Chop: ↘P
Elbow Attack: →P
Kick: K
Crouch Kick: ↓K (crouching)
Back Kick: K (facing opposite direction)
Back Crouch Kick: ↓K (crouching + facing opposite direction)
Down Kick: ←K
Forward Kick: →K
Kick Feint: Tap K

Special Moves

Dash Elbow: →→P

Head Scissors: P+E (grapple, facing opposite direction)

Backbreaking Rollover: P+E (grapple, behind opponent)

The Pretzel: ←P+K (high punch counter)

Groin Stretch: ←P+K (high kick counter)

Headlock Takedown: ↙P+K (medium punch counter)

Leg Hold: ↙P+K (medium kick counter)

Shoulder Ride Arm Bar: ↓P+K (low punch counter)

Knee Buster: ↓P+K (low kick counter)

Signature Moves

Handstand Kick: ↓↓K

Aikido Takedown: P+E (grapple)

Silent Death Double Punch: P+K

They say the most dangerous punch is the one you don't see coming, but for Mineo's foes it's the one they don't *hear* coming. You see, Mineo is not only an accomplished fighter, he's also a mime. You'd be surprised how much people mess with mimes. But Mineo

no longer hides behind his invisible wall: He comes out swinging. Get on this mime's bad side, and you'll end up speechless, yourself.

What's that? I can't hear you. Cat got your tongue?

Mineo's Silent-But-Deadly Attacks and Combos

First, there's a very important fact you should be aware of. In Mineo's vast arsenal, he has what he calls a Kick Feint (tap K). This kick is meant to fool an opponent into thinking Mineo will kick; but then he cancels the kick in midswing at the last moment. The opponent may go to counter the supposed kick, and Mineo can quickly capitalize on this movement. For what it was intended to do, this works pretty much as planned. But this feint can have some unwanted side effects. For one thing, after feinting the kick, Mineo changes his position, ending up with his back to the opponent—not an attractive proposition. It's also too easy to "accidentally" feint when you don't really want to. This is especially true for combos involving a K keystroke. The bottom line: Be very cautious in using Mineo in situations involving kicking during combos and close-quarter fighting. You can overcome this potential hazard with practice, patience, and foresight. Don't be discouraged from using Mineo, however. He has some great attacks and viciously effective counters.

One of Mineo's most useful attacks is his ←P, P, ↓P+K. This move is tasty. Regardless of a standing or crouching guard, the last part of the attack will break the defenses and send the adversary falling to the floor. Just be sure to be precise on the last motion of the attack ↓P+K; otherwise the move won't work.

↓K, P works really well on crouch guards. The first low kick will be blocked, but the following punch will shoot an opponent up for a potential juggle. Before your foe's corpse hits the ground, try juggling it with a →P, →P, ←K, ←K for a nice string of hits. Bear in mind that the number of hits you land during the juggle will vary depending on your timing and Mineo's distance from the opponent. Practice makes perfect, so be sure you do.

Want to mix up the action? Switch between ←K, ↓K, K and →P, P, →P. The first attack, ←K, ↓K, K primarily targets and lands low against a standing guard while →P, P, →P sends a crouching foe backward at top speed. Try the first kicking attack against a standing guard. Because the first two kicks will land low, the opponent may crouch guard to offset these kicks. When he or she does, immediately clock him or her with the second punch combo, and it's outta here.

Mineo does more than speak softly, so it stands to reason he carries more than just a big stick. To prove this point, once in a while do Mineo's Silent Death Double Punch (P+K). If you land this punch, your opponent will be literally speechless from shock. Don't give your foe the silent treatment, though; jump in with a ↑P, ↘P, ↓K for a not-so-quiet round of thunderous blows. Mimes can be so temperamental.

Kara

Fighting Style: Pa-Kua Kung Fu
Height: 5'7"
Occupation: Tattoo Artist

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Back Punch: P (facing opposite direction)

Back Crouch Punch: ↓P (crouching + facing opposite direction)

Pelican Kick: ↑P

Straight Punch: →P

Trample Attack: ↓P (to down opponent)

Crescent Kick: K

Back Crouch Kick: ↓K (crouching + facing opposite direction)

Dash Trip Kick: ←K

Low Kick: ↓K

Kick Back: K (facing opposite direction)

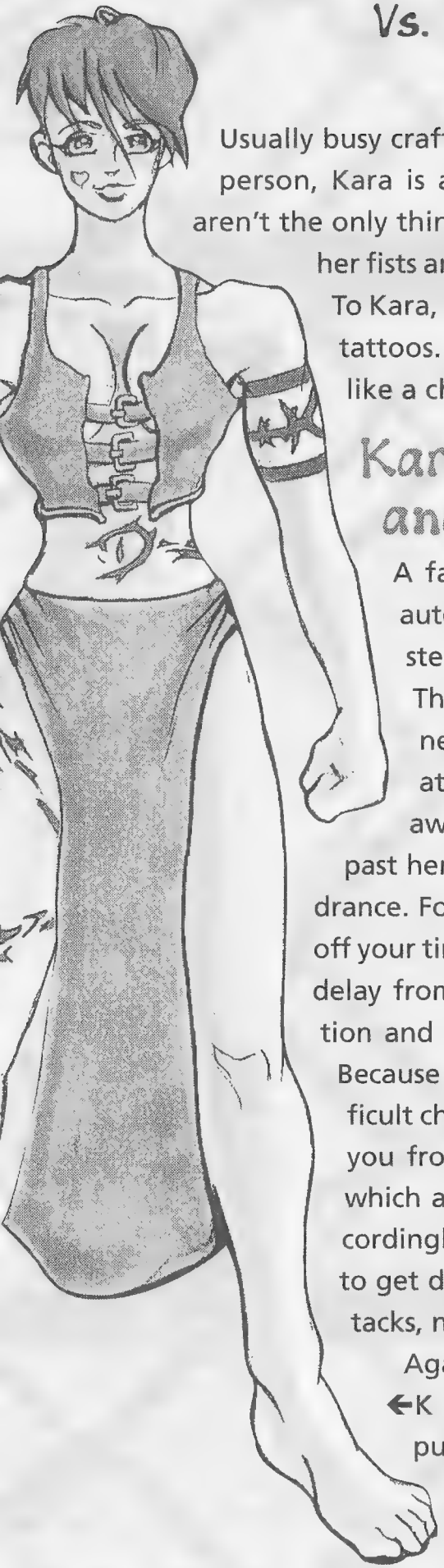
Circle Stalk: E

Signature Moves

Takedown: P+E (grapple)

Bum Rush: P+E (grapple, behind opponent)

Miami Thrust: P+K



Usually busy crafting her next masterpiece on someone's person, Kara is a meticulous perfectionist. But tattoos aren't the only things Kara will put to a body. She'll tattoo her fists and feet on an unruly client or beach thug. To Kara, martial arts is as much an art form as her tattoos. This girl makes the baddest guys look like a choir boys.

Kara's Masterful Attacks and Combos

A fair number of Kara's attacks have Kara automatically performing an evading (E) sidestep when you never keyed the command. This can be helpful: Sometimes, if the opponent quickly counters Kara's attack with an attack of his or her own, Kara could step away and the enemy would continue right past her. Sometimes, however, this can be a hindrance. For one thing, the autosidestep can throw off your timing. After the sidestep kicks in, there's a delay from when she completes the sidestep motion and the time she can begin another attack. Because of this, Kara may be the game's most difficult character to master, but don't let this deter you from trying her out. Work with her, learn which attacks trigger the sidestep, and plan accordingly. Kara's learning curve takes some time to get down, but she boasts some impressive attacks, nonetheless.

Against a standing guard, use Kara's P, P, ↓K, ←K for an effective combo. The first set of punches will be blocked, but the first kick

will send the opponent to the ground; finally, the ←K hits the fallen prey on the ground.

A good attack is one that allows you to hit an opponent and not get hit. Such an attack is P, P, →K. Regardless of whether or not this attack hits, Kara automatically steps backward after throwing the last kick of the combo. Don't confuse this with the autosidestep: She isn't changing her angle, merely staying in the current line of attack as she steps back. This is a safe attack to try, because if the opponent blocks all the hits, Kara automatically places herself out of range should the enemy try to counterattack. And if she should hit with this attack? So much the better, as she'll still step back while the opponent is busy hitting the ground.

The Miami Thrust (P+K) should become a fixture in your repertoire. The cool thing about this attack is it will break through any guard stance. The opponent can choose between avoiding the attack or biting it. When you land the Miami Thrust, your foe will reel from the shock. Tattoo him or her with a combo of your choice, such as →P, K.

Frustrate your would-be assailant using Kara's Low Kick (↓K) or her regular Punch (P). These come out surprisingly quick, and you'll be impressed with how often they can halt an attacker's combo. Plus, using these often and effectively can only increase your chances of sending your foe into a frustrated stupor.

Neige

Fighting Style: Kung Fu/Aikido
Height: 6'5"
Occupation: Enforcer

Basic Moves

Punch: P

Crouch Punch: ↓P (crouching)

Rear Punch: P (facing opposite direction)

Crouch Rear Punch: ↓P (crouching + facing opposite direction)

Jump Attack: ↑P

Vertical Chop: ↙P

Circle Punch: ←P

Kick: K

Crouch Kick: ↓K (crouching)

Rear Kick: K (facing opposite direction)

Down Kick: ←K

Forward Kick: ↘K

Trample Attack: ↑P (to down enemy)

Special Moves

Elbow Charge: ←→P

Jackrabbit: →→P

Spine Smasher: P+E (grapple)

Aikido Takedown: ←P+E (grapple)

Torture Rack: ←→P+E (grapple)

Bum Rush: P+E (grapple, behind opponent)

Wrecking Ball: ←→P+K

Head Butt: P+K

Launch-Off: ←P+K (punch counter)

Groin Stretch: ←P+K (kick counter)
Knee Buster: ↓P+K (low kick counter)
Shoulder Ride Arm Bar: ↓P+K (low punch counter)

Usually found at the beach trying to work on his tan, Neige is unquestionably the leader of the Beach Gang. Possessing a killer instinct to match his killer attacks and combos, Neige is a very formidable fighter to contend with. Because the Beach is his domain, Neige won't hesitate to kick some sand in the face of a punk trying to get a rep for himself by challenging Neige's mad skills. Rest assured short work will be made of any opponent who doesn't have the "juice" to handle Neige's combative flow, because you know he's got to get back to working on that tan.

Neige's Golden Attacks and Combos

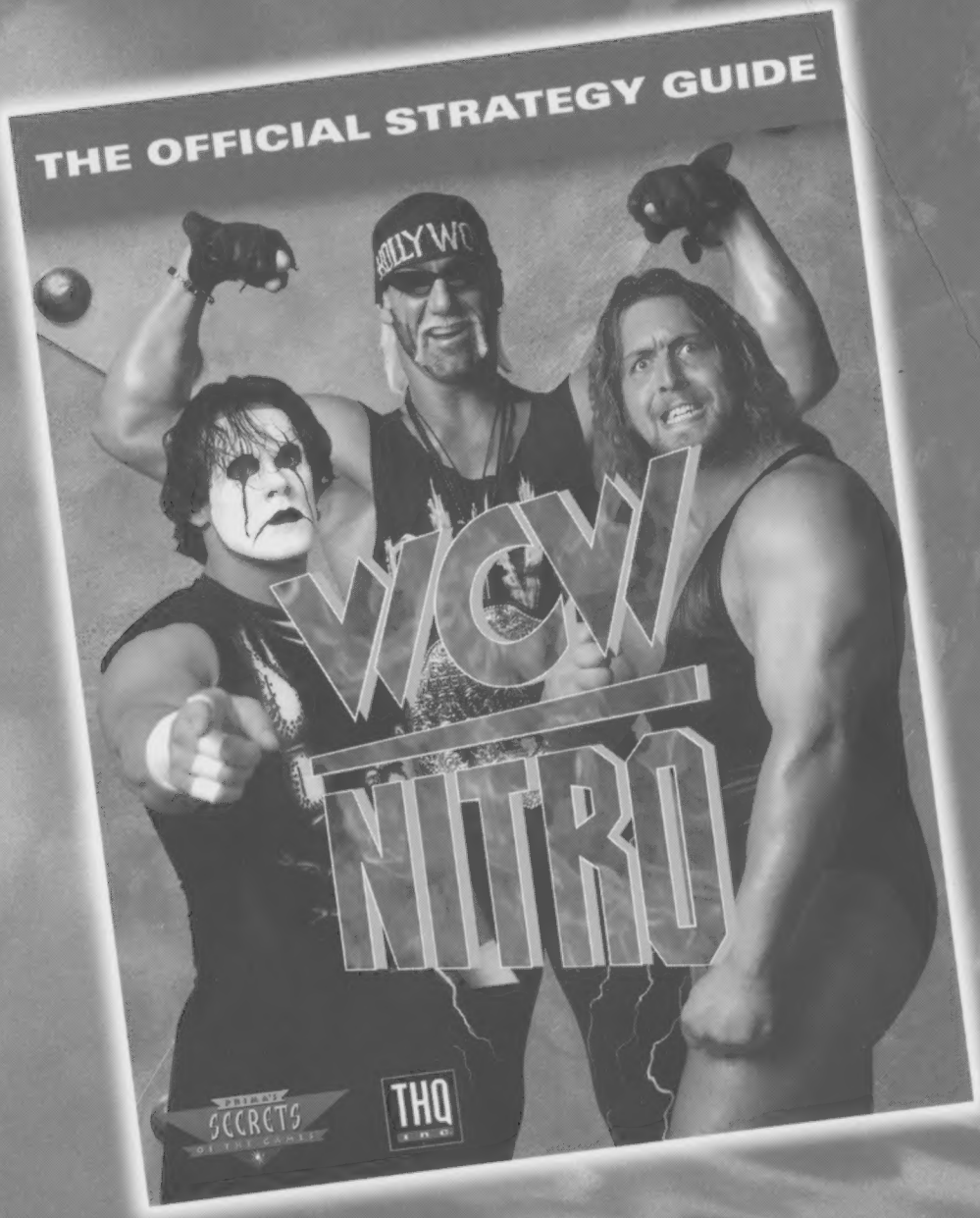
Catch opponents in midmotion with Neige's ↑P, ↓K, ←P,↓P attack, and they'll feel like they've got heat stroke. The keystrokes for this combo are difficult to master. Using each directional command and both kick and punch together ensures that nothing less than diligent practice will make you proficient. But should you land this combo, it will have been well worth the effort.

If you can hit them with the Head Butt (P+K), you'll leave them slumped over in agony. Help your opponents out with a →→P, ←P, →P, an impressive six-hit combo. Just make certain you start the rest of the combo before the foes hit the ground.

If you catch an opponent slippin', knock him or her out the box with a ↙P, P, ↓P, ←K, K for a phat combo that sets up a juggle opportunity such as →→P, ←P. The initial attack is quick enough to surprise an enemy in midattack, especially if you land combo's last kick.

Do a ←→P, ←→P+K to force a crouching guard into briefly rising up to a stand, giving Neige the opportunity to wreck shop with his Wrecking Ball (←→P+K) grapple attack. The timing between the initial punch and grapple attack is vital to the move's success. It takes some time to learn, but it's more than worthwhile, considering the damage it inflicts.

Crouching opponents won't know what hit them if Neige lays his ←→P, P attack on their head. This is a series of two quick, striking elbows to the opponent's cranium, the last of which sends the opponent flying backward with incredible force.



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